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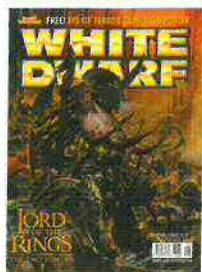
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WD284:

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- Bloodlands Campaign: Part One
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- Scenery Workshop: Moria terrain



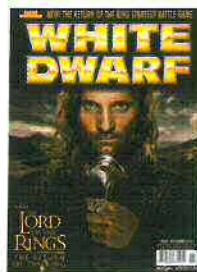
WD285:

- Battle Report: Beasts of Chaos vs Wood Elves
- Index Malleus: The Lost and the Damned
- Painting Workshop: Beast Herd
- Painting Masterclass: Dragon Ogre Shaggoth
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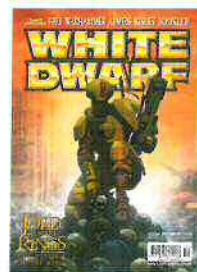
WD286:

- Free Warhammer Card Reference Sheet
- Battle Report: Orks vs Imperial Guard
- Preview: Fire Warrior
- Bloodlands Campaign: Part Three
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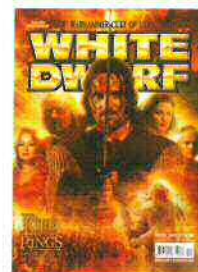
WD287:

- Two Battle Reports: High Elves vs Dark Elves Minas Tirith
- Horus Heresy CCG
- Dark Elves revisions
- Regiments of the Imperium
- Designer's notes: The Return of The King
- Painting Masterclass: Heroes of the West



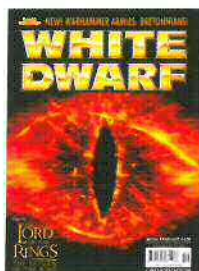
WD288:

- Free Warhammer Armies: Kislev Booklet
- Three Battle Reports: A four-player Warhammer battle
- A multi-player The Return of The King battle
- A Fire Warrior based mini-battle
- Index Astartes: Crimson Fists



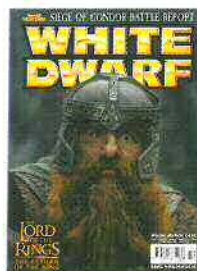
WD289:

- Battle Report: Space Wolves vs Iron Warriors
- Mike Walker: Dice rolling!
- Heroes & Villains: O'Shovah
- Chapter Approved: Tyranid Bio-weapons
- Chronicles: Cult of Ulric army list



WD290:

- Free Golden Demon Booklet
- Battle Report: Necrarch vs Dwarfs
- Designer's Notes: Bretonnians
- Heroes & Villains: Ghazghkull
- Chapter Approved: Ork Clanz



WD291:

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- Tactics: Death Guard
- Olde Weirde's: Army of Sylvania
- Epic: Armageddon: Speed Freeks
- Index Astartes: Techmarines



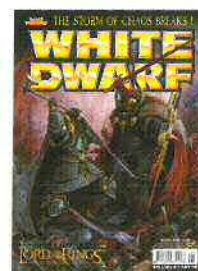
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- Warhammer: Scenario Generator
- Epic: Armageddon: Steel Legions
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WD293:

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- Warhammer: Storm of Chaos: Prelude
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- Art of Warhammer: Deployment



WD294:

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- Warhammer: Storm of Chaos: Eye of The Storm & Preparing for the Storm
- Warhammer 40,000: Rules of Engagement
- Art of Warhammer: Magic



WD295:

- Warhammer: Storm of Chaos Battle Report: Chaos vs Empire
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WD296

EDITORIAL

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COVER ART

Alex Boyd

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How many times have you returned to the first army you collected for a particular game system? Whilst Dwarfs are undoubtedly my favourite army they weren't my first, that honour goes to Orcs & Goblins. I loved the fun yet ultimately unpredictable nature of the greenskins in 4th edition Warhammer.

That army is now long gone but recently I've been hankering for a return to a greenskin force. Happily White Dwarf's own Nick Kyme has, like a shorter version of the shopkeeper in the old children's TV show Mr Benn, magically arrived to save the day...

Bugman's Lament

Nick has been working on a series of linked scenarios which chronicles the events of the fall of Bugman's Brewery. Published over several future issues of White Dwarf, this campaign will be crammed with special rules, characters old and new as well as some great scenery made by our terrainmeister Rudge. This will show just how great this hobby can be and that tournaments are not everything...

But what has this got to do with my desire to revisit my first army? I'm sure that veterans who know the story of Josef Bugman and his brewery will have realised that his nemesis in this story are Goblins. This gives me the opportunity to put together a force for one of the scenarios. I've picked one that sees a river-borne raiding force of Goblins which is trying to attack a Dwarf barge – stacks of excellent conversion opportunities there.

I won't give away any more details and steal Nick's thunder other than to say it'll start to run in the next two or three issues of White Dwarf.

Round bases

My journey to convert and paint a new Goblin army has meant my fledgling Tyranid swarm has



Next Issue!

In White Dwarf 297 we'll be giving you a free sheet of paint pot stickers – no more spending ages searching for that elusive colour!

to go on hold for a while. Not too long though, I hope, as I really want to get cracking on it. In issue 291 I spent my editorial talking about the colour scheme I'd agonised over, finally selecting a light brown body with black carapace. Having got about halfway through a swarm of twenty-one Gaunts with scything talons I realised the folly of this scheme...

Painting Kommando Khaki over a black undercoat was going to be a long and tortuous job as it needed about five coats to get a uniform finish. With so many models to paint I decided to rethink my colour scheme. Taking elements from another

colour variant I'd been working on I finally settled on a deep red body (Scab red drybrushed over a black undercoat and highlighted with red gore) and black chitin plates with a double yellow stripe down the back. This looks very striking as well as being relatively easy to paint. Job done!

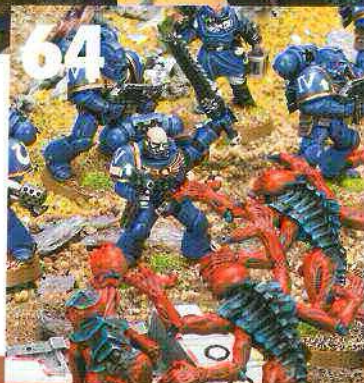
Now I just have to wade through all these Goblins to get to my Tyranids. Life can be so tough at times!

Until next month,

Paul 'Fat Bloke' Sawyer

Editor





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**STORM
OF
CHAOS**

BATTLE IS JOINED!

The Storm of Chaos has begun! Battles are already being fought across the length and breadth of the Old World and beyond as the forces of the Empire and their allies struggle against the overwhelming might of Archaon's hordes.

The Storm of Chaos website is now live. By now you should have already registered your forces and as of 1st July been reporting your battles to help decide the very fate of the Empire.

As well as allowing you to report your battles, the website has a whole host of other hobby material to keep you at the very heart of the campaign. This includes some great scenery articles about everything from houses to hills, and race-specific terrain encompassing dead piles, herdstones and Chaos monoliths to name but a few.

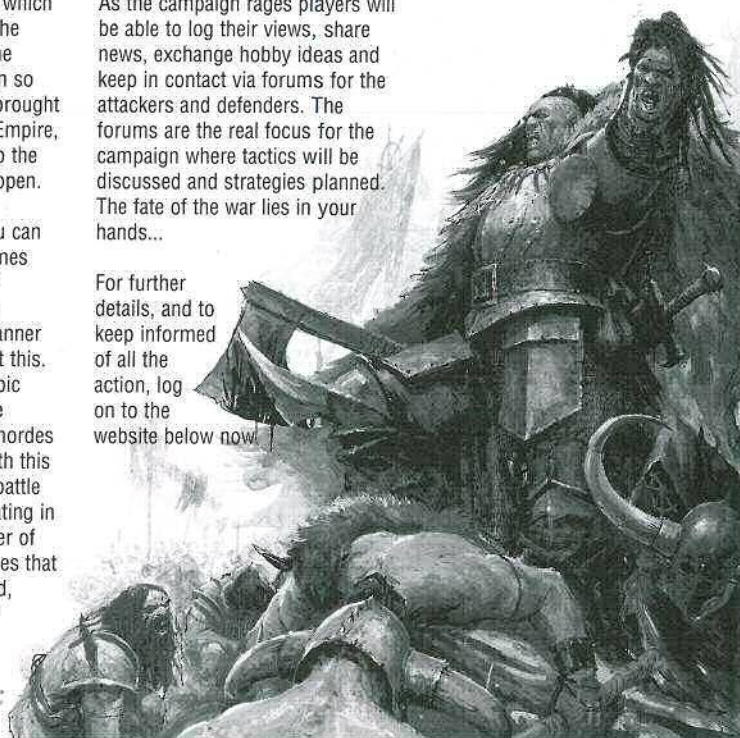
To keep you abreast of the action there is a regular newsletter, which you can get by registering, The Amber Fang, which details the major events of the campaign so far. This vital information is brought to you by the scribes of the Empire, who risk life and limb to keep the channels of communication open.

Once you have registered you can view the results of all the games you've played. As your battle experience grows you will be promoted and your army's banner on the site extended to reflect this. Witness the struggle on an epic scale on the interactive online campaign map as Archaon's hordes march across the Empire. With this map you can zoom in to the battle sites your forces are participating in. You can even access a number of sub-campaigns involving forces that dwell outside of the Old World, such as the Lizardmen of Lustria and the armies of Settra from the Lands of the Dead, all of whom are embroiled in their own

massive personal campaigns!

As the campaign rages players will be able to log their views, share news, exchange hobby ideas and keep in contact via forums for the attackers and defenders. The forums are the real focus for the campaign where tactics will be discussed and strategies planned. The fate of the war lies in your hands...

For further details, and to keep informed of all the action, log on to the website below now.



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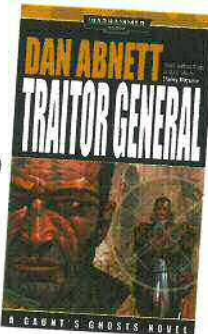
The Black Library is releasing a special collector's edition of the awesome Skaven background book, *The Loathsome Ratmen And All Their Vile Kin*. Limited to only 300 numbered copies, this hardback book is bound in what looks like rat skin (complete with ears, snout and paws). The book is wrapped in rough hessian (marked with a Skaven symbol) and tied with thick cord, smuggled from the sewers beneath Altdorf... Get one while you can and learn the deadly secrets of the Skaven!

The book is only available from the Black Library's website:
www.blacklibrary.com/ratmen

If you're a fan of the Blood Angels, then look out for the explosive *Blood Angels: Deus Encarmine* from the Black Library. The first of a two part series, the book explores a schism within the Blood Angels when the chapter becomes convinced that Sanguinius has been reborn. Written by author James

Swallow and with covers by Phillip Sibbering, they're already shaping up to be classics!

Next month sees the release of the eighth Gaunt's Ghosts novel, *Traitor General*. Gaunt's going back to basics as he heads a small strike team deep behind enemy lines to rescue a captured Imperial officer. The novel starts a new Gaunt's Ghosts story arc called *The Lost*, and is available both in hardback and also as a limited collector's edition featuring a CD soundtrack with rousing music inspired by the novels.



For more details, check out:
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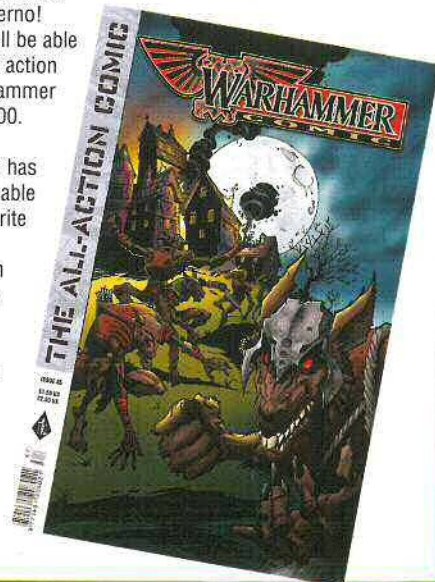
GRAPHIC EVOLUTION

Warhammer Monthly is having a change of identity. As of issue 85 the title will become *Warhammer Comic*. This is as the comic is going bi-monthly to alternate with the release of *Inferno!* magazine, so you'll still be able to get a monthly fix of action in the worlds of Warhammer and Warhammer 40,000.

Even though the name has changed you'll still be able to enjoy all your favourite strips and some new talent, including Shaun Thomas's debut which pits the mighty White Scars Space Marines against the Dark Eldar.

Subscribers won't be affected by this change either, you'll still get the same number of issues. Issue 84 of

Warhammer Monthly is out now, with issue 85 of the new *Warhammer Comic* released 23rd September.



GAMES WORKSHOP ONLINE

Important news from the UK web team – our web developers are busily redesigning the entire UK website! At first you might not notice very much at all. The current site will still be updated and we'll give you all the latest news about the hobby every week in the meantime.

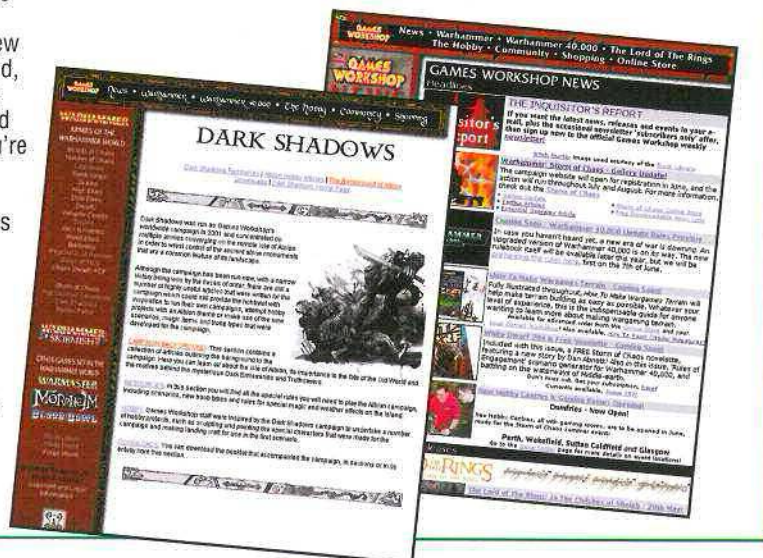
But come December you'll notice our new super-cool pages as we launch phase one of the new UK Games Workshop website. This will include a new look, new content and, most importantly, be easier to navigate and find exactly what you're looking for.

To see the latest news keep an eye on the White Dwarf news section or visit the web news page at:

www.games-workshop.co.uk/news

Each month there is a range of links from articles in White Dwarf, they are compiled here for your convenience!

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This awesome special edition version of Valten, the Exalted of Sigmar, on foot is available on limited release from the 21st August – 30th September by direct order on 0115 916 40000, in-store order point or via our store:

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DAWN OF WAR – ELДАР REVEALED!

The Eldar have now been revealed as the 'secret' race for the amazing Dawn of War, which was showcased at the recent annual E3 Expo in Los Angeles. The game received a lot of attention at the premiere computer games event with Gamespot.com and IGN.com (the two biggest and

best US games websites) naming Dawn of War as a runner-up for best strategy game at the show.

A trailer for the new game was displayed at computer trade show E3. The trailer gives a real sense of an ongoing conflict, with players constantly in the thick of the action. There is one particularly memorable scene in which a Chaos Lord is possessed by a Greater Daemon of Khorne; the Lord's body is wracked by the power of Chaos, until he is duly annihilated as a mighty Bloodthirster tears through the fabric of reality!

For more information on Dawn of War and a sneaky peek at the awesome demo trailer, you can now log on to the Dawn of War website. This includes a screenshot gallery, news, background, concept art, downloads and lots more!

Log on to the website at:
www.dawnofwargame.com



WARP ARTEFACTS

NEW T-SHIRT DESIGNS

Show your allegiance to the Empire with this new Knight Panther T-shirt from Warp Artefacts, in time for this summer's Storm of Chaos Warhammer campaign. For Warhammer 40,000 fans there's a new Bionix T-shirt with a cool anatomical depiction of a bionic augmented body.

Both T-shirts are priced £15, for more details see:

www.warpartefacts.com



Knight Panther



Bionix

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A small example of the vacancies currently available are:

- Direct Sales Hobby Specialists
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PASTURES NEW...

After fourteen years working together, Games Workshop and Andy Chambers have decided to go their separate ways.

As a lead games designer it goes without saying that Andy has contributed greatly to many of our major projects over the past few years, and we wish him all the best.

While Andy is off to pursue pastures new he will still be around, working in the 41st Millennium. The Black Library has already signed him up for a couple of fantastic sounding novels, so watch this space.



WPS CLUB CHALLENGE WEEKEND

The Club Challenge Tournament is a frantic and packed weekend dedicated to battles from the whole range of Games Workshop games systems. Ten brave volunteers from Games Workshop headed over to the event, which is held in Nottingham by the Warhammer Players Society, to take up the challenge.

The action took place on the weekend of 22-23 May 2004, the Games Workshop team setting out to do battle and perhaps attain glory in the multi-system event.

With entrants in the Warhammer, Warhammer 40,000, Blood Bowl, Epic Armageddon and Warmaster events, the team had an exciting

weekend battling some of the best players in the country. Well done to Owen Rees and Che Webster who proudly netted a pair of awards for Most Sporting Players.

Many thanks to the WPS Committee and the clubs for such a warm welcome to their most prestigious event – we hope to be back next year too! All that remains is to congratulate the Northern Warlords club for their victory overall. Well done, chaps!

Our illustrious team (left to right):

Alan Bligh (Warhammer 40,000)
David McCurdy (Warhammer)
Tom Gilbert (Warhammer)
Paul Scott (Warhammer 40,000)
Jaime Miguel (Warhammer)
Che Webster (Epic Armageddon)
Awarded Most Sporting Player
Rick Priestley (Warmaster)
Thomas Webster-Deakin (Warmaster)
Owen Rees (Warhammer 40,000)
Awarded Most Sporting Player
Phil Scott *not shown* (Blood Bowl)

For more details of WPS events check out the events diary on pages 8-9, or log on to:

www.players-society.com



THE WHITE DWARF TEAM



Paul Sawyer

Paul: There's not much to report really this issue – I've spent the early part of it moving house. As anyone who has been

through this most tortuous of tasks knows it takes more than a few days to get things settled and back to normal. So, despite gaining a dedicated painting/computer room in my new residence as opposed to claiming squatter's rights on the dining room table, the room is being used as a dumping ground for all manner of stuff. I'm also thinking of taking a restraining order out on myself in case we think of going to IKEA again...

All is not grim on the painting front, however. My paint-station has the beginnings of a brood of leaping Gaunts with Scything talons for my Tyrannid army. I'll do a painting guide in a future issue if time permits.

With a bit of luck normal service will be resumed next issue...



Guy Haley

Guy: As the Storm of Chaos continues, I've been playing a fair bit of Warhammer recently. And I've even won a couple of times!

Changing my captain's name from that of the never-to-be-mentioned-again tropical fruit to Joachim Von Stahl-Ritter has had the desired effect. No longer do my cannons misfire or men run away! One game saw my plucky men of Averheim give our lord Paul Sawyer a sound thrashing. As they earn back double their points in every game I play, I've been happily applying paint to my unit of Crossbowmen and am seriously considering adding another to my army.

On the Warhammer 40,000 front, my old foe Jes Bickham (who you may remember from our Battle Report last month) is coming up, so it'll be the bold men of Halienna versus the Tyrannid swarm once more as we advance towards the conclusion of our campaign.



Greg MacGregor

Greg: This month I have begun work on the mainstay of my Border Patrol force – the elite Grave Guard. This deathly unit will

hold the centre of my army. Led by my Lahmian Thrall, it will be a seriously hard unit. With the Killing Blow ability, a Toughness of 4, heavy armour and lots of ranks they'll be a fierce proposition for anyone they come into contact with. Not to mention their ability to cause *fear*.

By using several smaller units of Ghouls as an escort I hope to effectively move en masse, albeit a shuffling mass, towards my foes.

I'm using lots of Burnished Gold and Shining Gold to pick out their ornamental armour, which has been left untarnished despite these guys knapping under the soil for several years. For the Champion I'm converting the Dogs of War Cursed Company leader and adding a few parts from the Skeleton sprue.



NEW THIS MONTH FROM FANATIC

INQUISITOR VINDICARE ASSASSIN£15.00

MORDHEIM MIDDENHEIMER CAPTAIN£9.00

These models are available via the in-store order point, the website at:

www.games-workshop.co.uk/store
or direct on 0115 91 40000.

This boxed set contains enough components to make 1 complete Vindicare Assassin, designed by Alex Hedström.

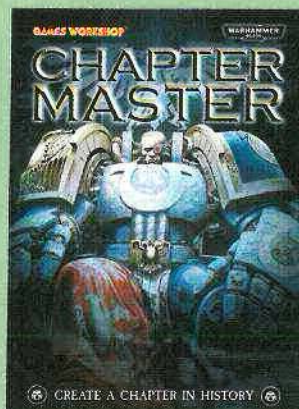
This model requires assembly.



This blister pack contains 1 Middenheimer Captain on foot and 1 mounted Middenheimer Captain, designed by Adam Clarke. These models require assembly.



Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices. All information correct at time of going to press.



BIRTH OF A CHAPTER

Ever wanted to design your own chapter for all the world to see? This Autumn Games Workshop Northern Europe will be holding a competition called CHAPTER MASTER. To see your own chapter in the pages of White Dwarf simply paint three Space Marine models in your own Chapter colours and markings. Of course, you could go that one step further and write the background and tactics for your unique chapter.

The three models are:

- A basic trooper
- A HQ model
- Either an Assault or Devastator Space Marine

These models must be from a loyal Space Marine chapter i.e. one that serves the Emperor – so no traitor legions!

The Chapter Master competition will run from 1st September to 1st December 2004 in our Northern European stores only. For more information please contact a member of staff in either our own Retail stores or at Elite and Partnership stores. For full store listings turn to page 100



This Space Marine from the Sons of Ares Chapter was painted by Thomas Kyristing for the competition.



Paul Rudge

Rudgie: Well, it feels like everyone here at head office has itchy feet at the moment as quite a few people, including

myself, have or are moving house. Unfortunately that, of course, means that my hobby has suffered as all of my paints and modelling materials have been buried in a mountain of boxes. But on the plus side my new home has a large spare room that I am currently in negotiations with my fiancé to convert into a gaming room (you may hear more about this in future).

It seems I am also suffering from the dreaded model of the month syndrome. As all interest in my other hobby projects has waned since my desk saw the arrival of not one, but two of the biggest single plastic model Games Workshop has ever produced. Yes, I'm waffling on about the War Mûmak of Harad. So I guess my next army will have to be a tribe of Haradrim.



Nick Kyme

Nick: It's full steam ahead painting the stout warriors of the Empire this month. Through a frantic effort, I've managed to

paint a unit of Swordsmen and a unit of Greatswords. I really had to fly to get these babies finished but having a simple paint scheme from the start helped. I still have a few details to peg down, like the shields, but they are ready for the tabletop. These brave men of Altdorf are going to be buoyed up by a few more state units (most likely Spearmen and Handgunners) but in the near future I'd like to do some cool stuff, like a Warrior Priest, Captain and Battle Standard. As well as the Empire, I've also been concentrating on my Dwarfs, completing a converted unit of Mountain Dwarfs which can be used as Thunderers or Rangers! These diminutive yet doughty warriors will be featuring in a White Dwarf near you very soon along with a host of other characters and units in a special project I'm working on...



Christian Byrne

Christian: This month I'm off to London Conflict to give the Iron Warriors their first stab at an actual

tournament. So that means more play testing of my strategy and army list composition. It should be a fun day out and an opportunity to play against some new people. Back at the office however, it's all about Warhammer. I approach the end of High Elf army (for now anyway) with the inclusion of some Swordmasters of Hoeth, while my Chaos force is seeing a steady influx of newly painted models from various units, including Marauders, deadly Chaos Trolls and the new Chaos Warriors I've also begun painting up a Lord for them, a simple little conversion based on the incredible Archaon model. But I fear that at this rate of painting Middenheim will either be conquered or secured by the time they arrive.

THE NEWS

EVENTS DIARY

WHAT'S ON AND WHERE

The White Dwarf Events Diary is the place to find out about events in your area or at Warhammer World in Nottingham. Whether it's a tournament, campaign day or painting competition the Events Diary has all the details you need to know.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

30 May for WD297 (August 2004)
14 June for WD298 (September 2004)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH Warhammer
 40K Warhammer 40,000
 BB Blood Bowl
 WAB Warhammer Ancient Battles
 WPS Warhammer Players' Society
 WECW Warhammer English Civil War
 Epic Epic Armageddon
 LOTR The Lord of The Rings
 GW Games Workshop
 GT Grand Tournament

JULY

THE TANELORN MORRIS DANCING POWER FIST TOURNAMENT

Date: 31st July to 1st August, 2004
Venue: Roding Valley High School, Alderton Hill, Loughton, Essex.
Details: Morris strikes back! This is a WH tournament. Players need a 2,000pts army. Tickets are £20 and include lunch on both days. Entry forms can be downloaded from:
<http://www.tanelornwgc.org/events/downloads/twgc2004entry.pdf>
Contact: conrad.gonsalves@mirageit.com
Website: www.tanelornwgc.org/index.php?page=701

AUGUST

GUNS OF FAITH

Date: July - August, 2004 (see below)
Venue: GW Burton on Trent (July 31st and 1st August), GW Stoke (7th and 8th August), GW Derby (14th and 15th August), GW Peterborough (21st and 22nd August), GW Leicester (28th and 29th August).

Details: A vast Chaos fleet is preparing to invade the Empire and open up a route into Middenheim. In its path are two mighty cannons named after the gods of the Empire - Sigmar and Ulric. Will the Tribe of the Bloody Maw silence these immense guns before the Chaos fleet can land and wreak havoc, or will the brave defenders be stalwart against the enemy? Contact your relevant Hobby Centre for details.

Contact: 01283 535865 (Burton on Trent), 01782 205287 (Stoke), 01332 371657 (Derby), 01733 890052 (Peterborough), 0116 2530510 (Leicester).

Website: www.games-workshop.co.uk/events

ONLY THE STRONG SURVIVE

Date: 1st August, 2004
Venue: GW Metro Centre Hobby Centre.
Details: As the Storm of Chaos approaches, the armies of the Warhammer world make ready for battle. Only the strongest can hope to win total victory. If you have the courage to take up the challenge, then

paint up a 1,500pts Warhammer army and call the store to register your place in this fantastic, three-game tournament.

Contact: 0191 2322418

Website: www.games-workshop.co.uk/events

WRATH OF VON HELSON

Date: August, 2004 (see below)
Venue: GW High Wycombe (2nd August), GW Oxford (9th August), GW Reading (16th August), GW Maidenhead (23rd August).
Details: Mad Steam Tank Engineer, Von Helson is determined to hunt down the infamous 'White Mammoth' if it's the last thing he ever does. Join in the quest of Von Helson and his augmented Steam Tank to see if he can slay the fabled beast, in this awesome roadshow event. Contact your relevant Hobby Centre for details.

Contact: 01494 531494 (High Wycombe), 01865 242182 (Oxford), 0118 9598693 (Reading), 01628 631747 (Maidenhead).

Website: www.games-workshop.co.uk/events

THE CHANGER'S TASK

Date: 7th and 14th August, 2004
Venue: GW Leeds central (7th August) and GW Wakefield (14th August).
Details: Within the Imperial Outpost of Ferlangen, lies the ancient text, the Grimoire Oblivium. This malfeasant volume holds the secrets to unravel the protective wards that are shielding Middenheim. Melech the Everchanger is determined to retrieve this dread book with only Captain Gunther Hollaman and the wizard, Gerhart Stein able to stop him. All models needed for this event will be provided on the day. Contact Leeds central Hobby Centre for further details.
Contact: 0113 2420834 (Leeds central)
Website: www.games-workshop.co.uk/events

WARHAMMER GRAND TOURNAMENT 2005: HEAT ONE

Date: 7th and 8th August, 2004
Venue: Warhammer World, Lenton.
Details: You will need a 2,000pts painted Warhammer army. Full details will be sent with your tickets. The weekend will involve six games and ticket prices include two lunches and Saturday's evening meal.
 Tickets on sale from 1st May, priced at £50 each.
Contact: whgt@games-workshop.co.uk
Website: www.games-workshop.co.uk/gt

THE HORDES APPROACH

Date: 14th August, 2004
Venue: GW York
Details: As Crom the Conqueror's horde marches on the Empire, the Conclave of Light gathers its troops. Will you be able to hold Crom's force or will the Empire burn instead? Bring your Hero's Tale force to take part in this battle.
Contact: 01904 628014
Website: www.games-workshop.co.uk/events

VEIL OF SECRETS

Date: 14th and 15th of August, 2004
Venue: GW Poole
Details: Intrigue and corruption are rife upon Vogan in this two-day Inquisitor campaign. There are only a set number of places with all the warbands pre-written so call to book your place.
Contact: Dave Humphries (01202 685634)
Website: www.games-workshop.co.uk/events

STORM OF CHAOS CAMPAIGN WEEKEND

Date: 21st and 22nd August, 2004
Venue: Warhammer World, Lenton.
Details: Halt the tide of Chaos or assault the Empire in this Warhammer campaign weekend. The results of the battles will affect the global campaign! There are 96 places available, 48 for 'good' and 48 for 'evil' armies. Tickets on sale 29th May, at £40 each, with meals and evening entertainment included in the price.
Contact: events@games-workshop.co.uk
Website: www.games-workshop.co.uk/events

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT ONE

Date: 28th and 29th August, 2004
Venue: Warhammer World, Lenton.
Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. To take part you need a 1,500pts painted 40K army. Full details will be sent with tickets. The weekend involves six games and ticket prices include two lunches and Saturday's evening meal.
 Tickets are on sale from the 29th of May, priced at £50 each.
Contact: 40kt@games-workshop.co.uk
Website: www.games-workshop.co.uk/gt

EMPIRE IN FLAMES

The storm has broken. Like a comet, Archaon and his hordes have fallen upon the northern Empire. Yet before the Lord of the End Times can reach the city of Middenheim, where his ultimate goal lies, he must pass through the province of Ostland. The province's grim defenders refuse to abandon their homes and are ready to sell their lives dearly to stop Archaon. They will offer determined and stalwart resistance to the forces of

darkness. With Ostland banners raised, Valmir von Raukov, Elector Count of Ostland, rallies his troops as he and his allies set forth to stem this inexorable tide.

To join in this special campaign day, come along to GW Metro Centre, Gateshead, on the 29th August. All you need to take part is a fully painted 2,000 point Warhammer army. Call the store now on 0191 461 0950 to reserve your space in the game.



WAR ROOM

Date: 28th August, 2004

Venue: GW Middlesbrough.

Details: Enlist your army for this day long battle that could shape the future of the Warhammer world forever.

Contact:

01642 254091

Website:

www.games-workshop.co.uk/events

HARAD PAINTING COMPETITION

Date: 28th August, 2004

Venue: GW Poole.

Details: This painting competition is based on the Harad tribes from the Battle of the Pelennor Fields supplement and will be judged on theme and painting skill.

Contact:

01202 685634

Website:

www.games-workshop.co.uk/events

WARMASTER BIG BASH

Date: 29th August, 2004

Venue: GW Aberdeen.

Details: The armies of Chaos are pouring into the farmlands of the Empire. The Imperial forces must prevent the Chaos horde from penetrating too deeply into the Empire's heartlands. Play as either a defender or attacker. You will need a painted detachment of up to 2,000pts to participate in this event.

Contact:

01224 649779

Website:

www.games-workshop.co.uk/events

DAY OF SLAYING

Date: August 28th and 29th, 2004

Venue: GW Stoke, GW Macclesfield, GW Burton on Trent, GW Leicester.

Details: Amongst the ruins of Middenheim Boris Todbringer stands defiant, awaiting the final assault as on his beloved city. Outside the fortified walls the forces of Archaon can be heard raising their voices in praise to the dark gods. Over the weekend you will fight desperately to tip the balance of the war, but in whose favour? Contact your relevant Hobby Centre for details.

Contact:

01782 205287 (Stoke), 01625 619020 (Macclesfield), 01283 535865 (Burton on Trent), 0116 2530510 (Leicester).

Website:

www.games-workshop.co.uk/events

WYRDSTONE HUNT - MORDHEIM CAMPAIGN DAY

Date: 29th August, 2004

Venue: GW Glasgow.

Details: A whole day of Mordheim campaigning for up to 24 gamers. The day will consist of three games; the Wyrdstone Hunt, the Pool and Hidden Treasure with up to four players per table. There will also be a magic item auction, where players can auction off the wyrdstone shards they have collected from the ruins for magic items and powers. All you need to participate in this exciting event and a share of the spoils, is a fully painted starting warband complete with roster.

Contact:

Ed French (0141 3325588).

Website:

www.games-workshop.co.uk/events

WARMASTER BIG BASH

Date: 29th August, 2004

Venue: GW Aberdeen.

ASSAULT ON MIDDENLAND

Archaon has ordered a flank attack on the vulnerable left side of the Imperial army defending Middenland. The only obstacle to the attack is the beleaguered garrison of Castle Whealdorf. The scattered remnants of the Kislev relief force have fallen back there, rallying under the banner of Sigmar. Commanded by the Warrior Priest Willhelm Saustus, Whealdorf must hold

at all costs. Friends of the Empire, now is the time to stand and be counted. Followers of Chaos, heed the call of Archaon.

Battle commences on 21st August in the Watford (01923 245388), St Albans (01727 861193), Hemel Hempstead (01442 249752), Bedford (01234 273663) and Milton Keynes (01908 690477) Hobby Centres, contact store staff for full details.



Details: The armies of Chaos are pouring into the farmlands of the Empire. The Imperial forces must prevent the Chaos horde from penetrating too deeply into the Empire's heartlands or they will wreak terrible havoc. Play as either a defender or attacker. You will need a painted detachment of up to 2,000pts to participate in this event.

Contact:

01224 649779

Website:

www.games-workshop.co.uk/events

SEPTEMBER

PAINTING WORKSHOP - HOBBY MASTERCLASS

Date: 4th and 5th September, 2004

Venue: Warhammer World, Lenton.

Details: Spend two days in the company of some of the greatest heroes of the Games Workshop Hobby. Top-class hobbyists from the Design Studio, Warhammer World and the Gaming Club Network will be on hand to offer guidance and advice on a range of modelling and painting skills. Tickets cost £100 each and are available from 10th April. Places available are limited to 50 places.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

ARCHAON'S FINAL GAMBIT

Date: 11th September, 2004

Venue: GW Wakefield.

Details: As the final hour approaches Archaon gathers his forces for a final strike at Middenheim. Throughout the length and breadth of the Empire, the call is out. Men, Dwarfs and Elves have put aside their differences to meet this threat and halt the tide. Pledge your allegiance and bring 1,000 points to take part in this massive battle. Contact Leeds (central) Hobby Centre for details.

Contact:

0113 2420834 (Leeds central)

Website:

www.games-workshop.co.uk/events

WARHAMMER

GRAND TOURNAMENT 2005: HEAT TWO

Date: 11th and 12th September, 2004

Venue: Warhammer World, Lenton.

Details: Round 2 of the build-up to this prestigious tournament. 2,000pts painted army required. Full details with tickets.

Tickets on sale from the 12th of June, priced £50 each.

Contact:

whgt@games-workshop.co.uk

Website:

www.games-workshop.co.uk/gt

BLOOD BOWL ALBION CUP

Date: 25th September, 2004

Venue: GW Aberdeen Hobby Centre.

Details: The Second Far Albion Cup Annual Blood Bowl. There are places for up to 20 players. All approved teams welcome. Contact the Aberdeen store for further details.

Contact:

01224 649779

Website:

www.games-workshop.co.uk/events

OCTOBER

WARHAMMER DAY - STORM IN THE EAST

Date: 16th October, 2004

Venue: Uplands Community Centre, Carlton Colville, Lowestoft, Suffolk.

Details: This is a one day Warhammer Tournament of 2,000 points. A friendly tournament in its second year and supported by Games Workshop, Norwich, you play three games in total. The action starts at 10.15am - 7.30pm. Entry fee only £7.

Contact:

Mike Nursey (01502 50 1381)

Website:

mikefanta@netscape.net (e-mail preferred).

TERRAIN WORKSHOP - HOBBY MASTERCLASS

Date: 16th and 17th October, 2004

Venue: Warhammer World, Lenton.

Details: Spend two days in the company of some of the greatest heroes of the Games Workshop Hobby. The Games Workshop Masterclass series gives you a chance to hone your hobby skills over a weekend at Games Workshop's Lenton headquarters. Top-class hobbyists from the Design Studio, Warhammer World and the Gaming Club Network will be on hand to offer guidance and advice on modelling and painting skills. Tickets cost £100 each and are limited to only 50 places.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

WARHAMMER 40,000

GRAND TOURNAMENT 2005: HEAT TWO

Date: 23rd and 24th October, 2004

Venue: Warhammer World, Lenton.

Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. You will require a 1,500pts painted 40K army. Full details will be sent with the tickets. Tickets on sale from the 24th of July, 2004, priced at £50 each.

Contact:

40kgt@games-workshop.co.uk

Website:

www.games-workshop.co.uk/gt

NECROMUNDA GANG WAR

Date: 31st October, 2004

Venue: GW Glasgow.

Details: A whole day of Necromunda for up to 24 gamers. The day will consist of four great games. Bring along a fully painted starting gang complete with roster to participate.

Contact:

Ed French (0141 3325588).

Website:

www.games-workshop.co.uk/events

NOVEMBER

THE LORD OF THE RINGS BATTLE DAY

Date: 6th November, 2004

Venue: Warhammer World, Lenton.

Details: A dedicated The Lord of the Rings gaming day with a host of great gaming and hobby activities, covering The Fellowship of the Ring, The Two Towers, The Return of the King and The Battle of Five Armies. Tickets are £10, on sale from 31st July.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

GAMES WORKSHOP OPEN DAY

Date: 7th November, 2004

Venue: Warhammer World, Lenton.

Details: Great participation games for many of our games systems, latest releases and sneak previews, 'Eavy Metal painting advice, Fanatic Specialist Games Conversion Corner (make it and take it away with you!), Design Studio guests and seminars.

Tickets are £10, on sale from May.

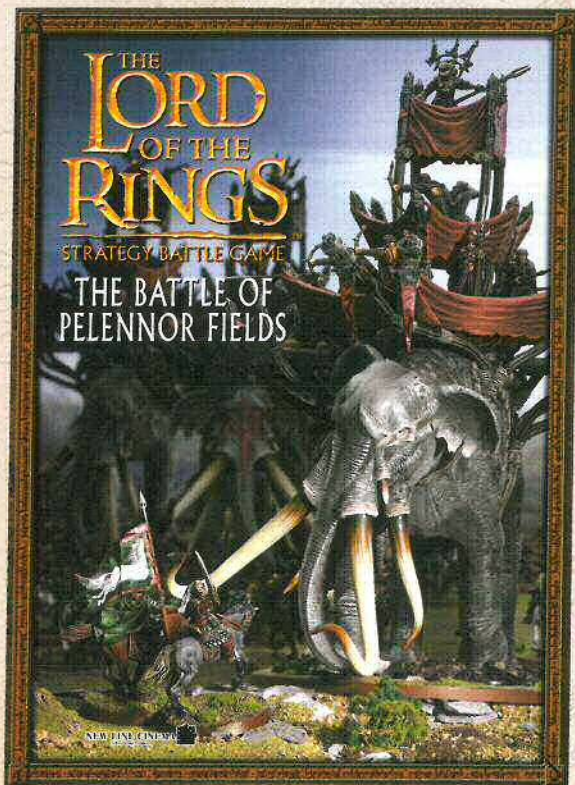
Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



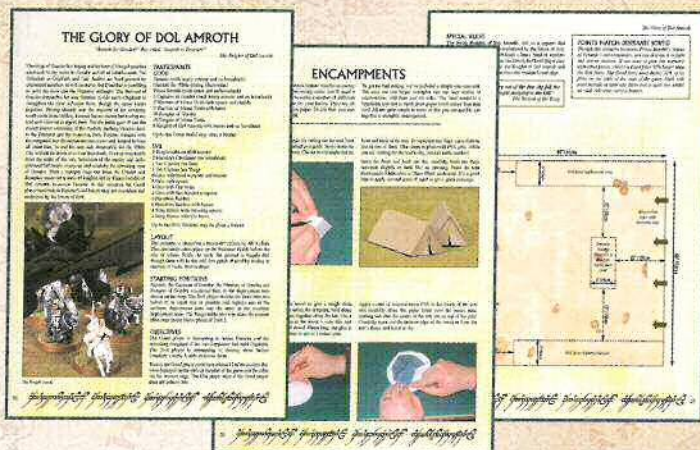
THE BATTLE OF THE PELENNOR FIELDS

This 64-page The Lord of the Rings strategy battle game supplement charts the progress of the Harad as they battle their way to the Pelennor Fields. This supplement also introduces the awesome Mûmakil of Harad, as well as new troops for the forces of Good, such as the Knights of Dol Amroth and the Rangers of the North.

You will need a copy of The Return of The King strategy battle game in order to use this supplement.

THE BATTLE OF THE PELENNOR FIELDS £10.00

Denmark kr 125.00
Sweden kr 150.00
Euro € 17.50



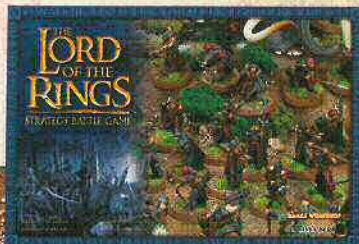
Warriors of Harad

Designed by Alan Perry and Michael Perry, this boxed set contains 24 Warriors of Harad.

WARRIORS OF HARAD £15.00

Denmark kr 150.00
Sweden kr 180.00
Euro € 20.00

These models require assembly.



Warriors of the Pelennor Fields

This boxed set contains 1 Halbarad – Captain of the North, 6 Rangers of the North, 24 Warriors of Minas Tirith, 6 Knights of Dol Amroth (on foot), 6 Knights of Dol Amroth (mounted), 1 Prince Imrahil of Dol Amroth (on foot), 1 Prince Imrahil of Dol Amroth (mounted), 1 Aragorn King of Gondor (mounted), 1 Aragorn King of Gondor (on foot), 5 Knights of Minas Tirith and 1 Gondor Avenger Bolt Thrower.

These models require assembly.



WARRIORS OF THE PELENNOR FIELDS £120.00

Denmark	kr 1380.00
Sweden	kr 1630.00
Euro	€ 190.00



◀ Knights of Dol Amroth

Designed by Gary Morley, this blister pack contains 1 mounted Knight of Dol Amroth.

This model requires assembly.

KNIGHTS OF DOL AMROTH £5.00

Denmark	kr 60.00
Sweden	kr 70.00
Euro	€ 8.00

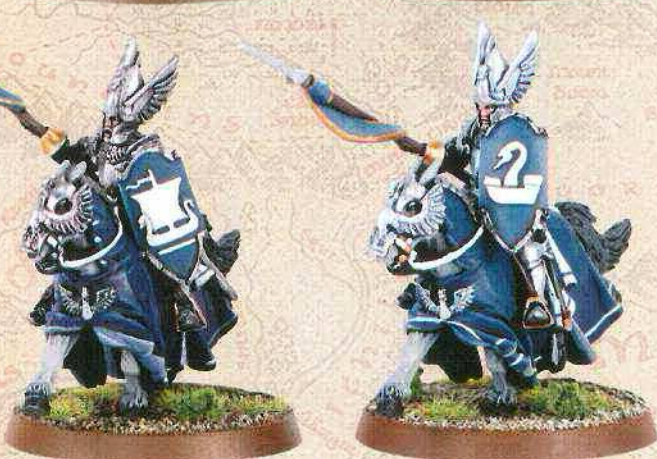
▼ Prince Imrahil of Dol Amroth

Designed by Gary Morley, this blister pack contains 1 Prince Imrahil of Dol Amroth on foot and 1 mounted Prince Imrahil of Dol Amroth.

PRINCE IMRAHIL OF DOL AMROTH £10.00

Denmark	kr 125.00
Sweden	kr 150.00
Euro	€ 17.50

These models require assembly.



Knights of Dol Amroth on foot

This blister pack contains 3 Knights of Dol Amroth on foot, designed by Gary Morley

These models requires assembly.

KNIGHTS OF DOL AMROTH ON FOOT ... £6.00

Denmark	kr	75.00
Sweden	kr	85.00
Euro	€	10.00



Host of The Dark Lord

This boxed set contains 1 Mûmak of Harad, 36 Warriors of Harad, 5 Haradrim Raiders, 24 Mordor Orcs, 1 Haradrim Champion, 1 Haradrim Standard Bearer, 1 Haradrim Chieftain on foot, 1 mounted Haradrim Chieftain, 1 Gothmog – Lieutenant of Morgul (on foot) and 1 Gothmog – Lieutenant of Morgul (mounted).

These models require assembly.

HOST OF THE DARK LORD £135.00

Denmark	kr	1640.00
Sweden	kr	1900.00
Euro	€	210.00



War Mûmak of Harad

Designed by Alan Perry and Michael Perry, this boxed set contains 1 Mûmak of Harad, 1 Mûmak Commander and 12 Warriors of Harad.

These models require assembly.

WAR MÛMAK OF HARAD £50.00

Denmark kr 650.00

Sweden kr 750.00

Euro € 80.00



Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices. Models supplied unassembled and unpainted. All information correct at time of going to press.

IN BLOOD AND DEATH

Gav Thorpe continues the story of the Storm of Chaos

Loremaster Gav Thorpe relates some of the major events that have occurred so far in the Storm of Chaos campaign.

The horde of Archaon and his generals swept down through Kislev in an unstoppable tide. While a force led by D'aggorn the Exalted waylaid Kislev troops that had mustered in the capital and at Praag, the Chaos armies crossed the Lynsk almost unopposed. Shattered by the earlier invasion from the Champion Surtha Lenk, the armies of Ostland and the Ostermark fell back before the tide of Chaos

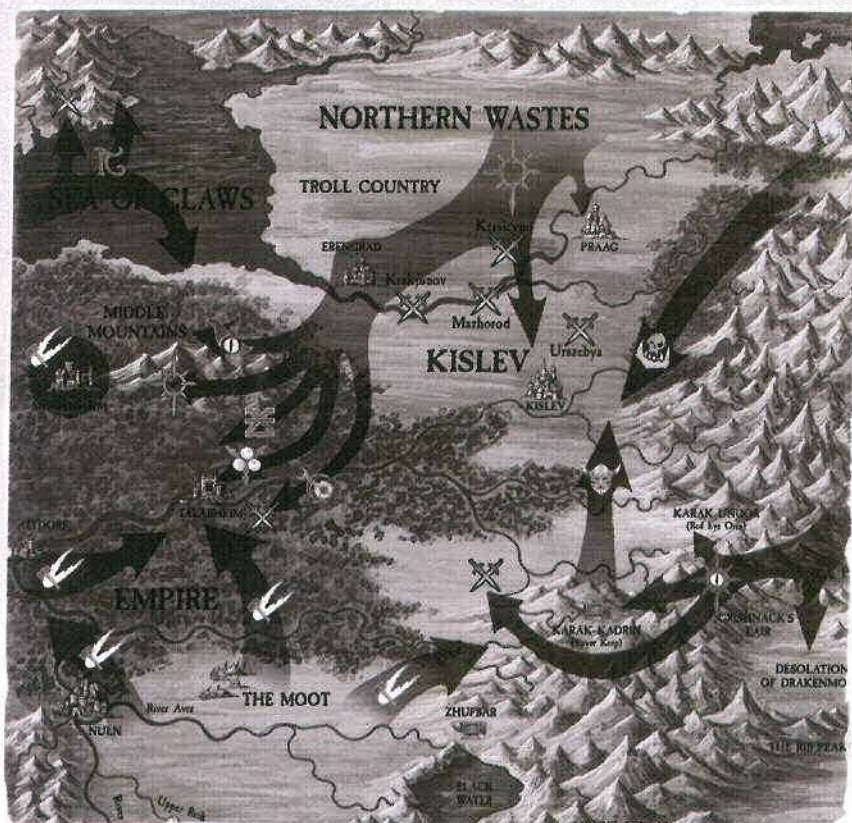
warriors, vicious marauders, mutated beasts and fell monsters. Across the river, the enormous host divided into five armies, led by Archaon himself, Haargroth of Khorne, Styrrkaar of Slaanesh, Melekh of Tzeentch and Feytor of Nurgle. Archaon led his warriors into the village of Smallhof, overrunning it in a few short minutes. Amidst the mounds of the dead and the dying, he raised up a great cairn of bloodied stones from the razed settlement, and from the top of this, with Kordel Shorgaar holding aloft the banner of the Swords of Chaos, Archaon made his proclamation:

"There shall be fire and there shall be ruin! The great gods who have granted me this power watch over us. Here I make my pledge to them. The towering fortress, the citadel known as Middenheim, shall fall to us in blood and death. There the flame of the false god Ulric burns, and there it shall be extinguished forever. The chill breath of the gods shall cover the lands for all time, and across this bridge of ice the numberless warriors of the great powers shall march forth. The End Times are upon us, and only death or glory now remain!"

With a roar that could be heard for many miles around, the army raised their standards and the Champions of Chaos called out their names and titles to the listening gods as the army marched south towards Wolfenburg. His generals were brought word of Archaon's speech, and each vowed to his god that he would bring more renown to their patron than the others. Thus each staked his life and soul on the success of their own campaign.

East of Archaon's horde, Haargroth the Bloodied One was poised for the attack. As his force approached Lubrecht, a small contingent led by the Burgomeister Venias Kurbel came forth to parley. Haargroth showed no respect for the flag of truce, and gutted the handful of men himself, tearing their heads from their corpses with his bare hands. As his frenzied warriors poured into the village destroying everything in their path, these five heads were stripped of their flesh and impaled on a stake in the village square.

As his warriors piled the skulls of those they had slain around this trophy, Haargroth roared his pleasure to the skies. Like a whirlwind of destruction, the army smashed its way through the forests of Ostland, slaying any man or beast that did not flee, their skulls sent back by fast riders to be added to the growing pile in Lubrecht. Ahead lay the devastated city of Wolfenburg and rich prizes to be sacrificed for the Blood God.



The approach of Feytor, favoured of Nurgle, was heralded with a wave of pestilence and disease across northern Ostermark. In Vandengart, hunger struck first, as blighted crops and withered livestock stilled the bustling weekday markets. In desperation, a few fed upon the diseased flesh of the carcasses burned outside the town's walls. From them the miasma was brought into the town, and it began to spread like wildfire amongst the crowded streets and alleys, as person after person succumbed to eruptions of boils across their skin, lesions that festered in their mouths, blindness and eventually death by drowning on their own blood. Rats and flies overran the settlement, insects crawled across the charnel heaps, maggots the size of a man's finger writhed inside putrid bellies.

Feytor was pleased with the blessings bestowed upon him by his foetid master, and a great feast was held where rotted flesh was eaten and soured milk and cold blood drunk in honour of Nurgle. For miles around the forest was silent, dead birds littered the ground, the trees became gnarled and wormy, the earth itself covered in a slick of slime, while mould hung in thick ropes from the twisted boughs of the trees. Meanwhile, to the west near Kurst, the sheep and pigs showed signs of fever...

South of Lubrecht, the small, quiet village and outlying dairy farms of Boven were spared from Feytor's plague. Living in an almost idyllic forest valley, the people of Boven thought that perhaps the war would pass them by once again. They were wrong, so very wrong.

Boven had been spared the attentions of Nurgle but was to suffer a far worse fate, as it was the staging point for the most

twisted, depraved followers of Archaon – Styrrkaar's army of Slaanesh. While the people of Lubrecht died in diseased agony, there were many of the village folk of Boven who did not die for many long weeks. The town itself and its small shrines were desecrated by the followers of the Dark Prince, and raucous, indulgent ceremonies were conducted over the once sacred grounds. There is not a pain or pleasure that was not inflicted or experienced by the villagers and their tormentors as Styrrkaar dedicated his coming battles to the Lord of Delights.

His people chanting his name and singing his praises, dozens of slaves chained together in the rearguard of his army, Styrrkaar advanced onwards, looking for fresh distractions in the village of Zundap.

While the generals circumnavigated the Middle Mountains to the east, Melekh the Changer followed a different path, guided by Tzeentch, the Architect of Fate. As one might expect from a follower of the Lord of Machination, Melekh resolved to cross the mountains and come upon Middenheim from the north, unlooked-for and unopposed. Thus he would reach Middenheim before his rivals.

Leaving the ruins of Erengard behind, Melekh's army headed south having sacrificed the last of those who had not fled or been killed in dedication to the Changer of Ways, gaining immeasurable magical power. Though their path was shorter, it would not be easy, for against them stood the formidable fortress of Bohsenfels with its haunted catacombs, the walled town of Ferlangen and, once they had breached the Middle Mountains, the great fastness of Brass

Keep. Yet Melekh was confident, for had not Tzeentch himself laid out this path before him?

SLAYERS CROSS THE LYNK

Whilst the hordes of Chaos poured towards Middenheim, another army was on the march, further to the east. Setting out from Karak Kadrin and accompanied by thousands of Slayers that had gathered from across the Old World and beyond, the War-mourner Garagrim Ironfist marched northwards. His ultimate aim, apart from a glorious death in battle, was for the Kislev city of Praag, and beyond that the Chaos Wastes themselves.

Progress was swift at first as they marched almost without stopping along the foothills of the Worlds Edge Mountains and crossed the Urskoy unopposed, east of the city of Kislev. The biting wind of the open northern plains having no impact on their bared flesh, the Dwarfs pressed on, fording the Lynsk even as Archaon destroyed Smallhof. Once across the river, they began to encounter the first of the warped, ravenous beasts that had been pushed south by the expanding Realm of Chaos.

Soon there were all manner of gigantic, horrifying creatures for them to slay, as well as large warbands that were the remnants of Surtha Lenk's horde or followers of D'aggorn. Two-headed giants, multi-limbed spawn with teeth like swords and flailing limbs, bears with hides of iron, wolves the size of horses, serpentine chimeras and scaled cacotryces; all fell beneath the blades of the Slayers, though no few of the Dwarfs also were slain, their oaths fulfilled, while those who remained were envious of their dead comrades.

GRIMGOR ARRIVES

Perhaps by chance, as Garagrim marched northwards, a hated foe of the Dwarfs was moving south, and yet their paths did not cross. Grimgor Ironhide, new claimant to the title of greatest living Warlord, pressed south through Kislev, slaughtering all in his path. Cavalry of Kislev, tribes of Marauders, metal-clad warriors and hideous beasts were all overrun by the tide of greenskins that followed in Grimgor's wake.

At the forefront of his army the gigantic stone Effigy of Gork, hewn by Grimgor himself from a cliff face, was pulled along by a team of dozens of Trolls on rollers made from the trunks of the



As Styrrkaar enters the town of Boven, the villagers stand in vain against his army.

A fountain of water erupted just to Burzok's left as another cannon ball fired from the ruins on the opposite shore ploughed into the river, spraying him and his boyz with foaming water. The raft on which they precariously crouched bobbed ominously as some of the boyz instinctively leaned away from the impact.

"Keep still, yer zoggin' pansies!" yelled Burzok, clipping Fangdrak round the ear as an example. "Yer'll 'ave da floter over wiv yer muckin' about!"

"Cor, look at Dragnatz' ladz," exclaimed Gorkluk, pointing ahead to where one of the ramshackle boats was skimming across the river, propelled at high speed by frantic, wild-eyed Orcs dipping their paddles in random but effective strokes.

"Zog dat," bellowed Burzok. "We ain't lettin' dem pansies 'ave all da fun, are we?"

A hearty roar erupted from the throats of

the other Orcs on the raft.

"Follow da shout!" Burzok yelled at them as they quickened the pace of their rowing, rocking the boat from side to side with uncoordinated splashing. "In da water, out da water, in da water, out da water..."

Under the commands of the Big Boss, the Orcs managed to get a semblance of a rhythmic stroke and were soon skidding across the water at some speed. Guttural jeers and yells followed them as they raced towards the far shore.

With a splintering crash the floter exploded in an expanding detonation of shattered wood, frayed rope and Orc body parts as a cannon ball plunged down through its centre. Burzok was hurled into the water face first and, as he spluttered to the surface and began to sink again, dragged down by his armour, he could hear the distinctive nasal laugh of Dragnatz echoing in his ears.

largest trees in the northern mountains. The sheer aura of Orcishness surrounding the army crackled, and the Shamans who had joined Grimgor's cause constantly sparked and fizzed with energy, more than one exploding with unreleased power, their magical detonations greeted with jeers and laughter by the survivors.

The first obstacle to be overcome was the Upper Talabec river. On the far shore, the army of the Count of Ostermark awaited with cannons and handguns. Under fire from the Empire artillery, the Orcs hacked down trees and looted the small village of Kieferbad for planks, nails and anything else that they could use to slap together a fleet of ramshackle boats. Grimgor proudly named these perilous vessels 'floterz'. For the great stone effigy, a massive raft made from the roof of a temple of Sigmar was fitted with the stitched and inflated hides of slaughtered pigs.

As the guns roared with increasing ferocity, the Orcs took to the water. Lead shot whizzed past their heads, while cannon balls ploughed into or skipped across the water. The over-enthusiastic paddling of some Orcs, coupled with the blind terror of water that some of their fellow greenskins were suffering, caused many boats to overturn mid-channel, the few who didn't drown being picked off by crossbowmen and archers as they struggled to the shore.

Slowly, one boat then another made it across under the murderous fusillade the Empire poured into the Orcs. Leaping up the banks, the Orcs pounded across the sodden field as fast as they could. Miraculously, the ungainly Effigy of Gork survived several direct cannon ball hits, more proof that the Orc god was indeed with Grimgor. As the fastest warriors engaged the Empire army, the firing slowed and more and more greenskins made it across. Seeing that he had failed to stave off the onrushing horde, the Count ordered his army to retreat back to Bechafen.

UNGRIM'S MARCH

While his son travelled north, Ungrim Ironfist was not idle. The forges of Karak Kadrin rang day and night with the beating of hammers on anvils, while the great armouries were opened. While this industry filled the hold, all the Rangers of the clans were put to good use. Some were sent out along the underways to Karaz-a-Karak and other distant holds, to bring reinforcements from those clans who wished to lend their might to the defence of Peak Pass. Others made the journey down the pass itself, some as far as the Dark Lands, waiting for the arrival of the army led by Vardek Crom. Meanwhile, Gyrocopters buzzed from mountaintop strongholds to the valleys and back again, looking for signs of encroaching enemies, ferrying small amounts of supplies to the distant ranges, and even transporting small

groups of daring engineers to create more defences along Peak Pass to hinder the Chaos advance.

There was no news returning. As far as the Rangers and pilots could discern, the Dark Lands were empty for leagues in every direction. In the distant skies, the ever-present clouds that swathe the Dark Lands seemed thicker and blacker than normal, as the furnaces of the Chaos Dwarfs hundreds of leagues distant belched forth fumes and smoke. What this evil toiling boded was not clear, but Ungrim Ironfist took the news badly and brooded in his treasury for a whole week.

As more time passed, the Gyrocopters began to bring back fresh news. On the horizon to the north, a massive dust cloud had appeared. It could mean only one thing, the approach of a vast army. Sure enough, as the days passed, Crom's horde marched ever closer, an innumerable horde of Kurgan warriors.

With them six monstrous Hellcannons ground forwards under the goading of their Chaos Dwarf crew. It is said that Ungrim flew into a rage upon hearing of the treacherous kin aiding the marauders of the north, and within the day he ordered the army assembled, ready to march forth.

By this time, warbands at the head of Crom's army had begun to scale the approaches to Peak Pass. More continued further south looking for other routes across the mountains, while scattered groups of warriors made their way up along more inaccessible goat tracks and mountain paths – far too small for the monstrous Hellcannons, and too treacherous for some of the larger spawns and beasts to traverse. However, in growing numbers, the followers of Vardek Crom poured into the mountains.

The first battle took place between the sizeable warband of Tarkas Heng and an army gathered together from engineers out in the pass and Rangers that had fallen back before the advance of the army. The engineers and their bodyguards lined up behind hastily thrown up walls, protected by trenches to funnel the attackers into the mouths of the few Organ Guns and Flame Cannons that had been brought down from the hold. Meanwhile, the Rangers took up positions amongst the scattered rocks and small copses of trees that lined the sides of the pass.

Heng's horde came on in a great rush, soon falling foul of the pits and oil-filled

trenches set up by the Dwarfs. Pressing on into the teeth of the Dwarf fire, they were then surrounded by Rangers appearing behind them. Unable to press on, and their retreat cut off, Heng and his barbaric followers were cut down as they tried to break through, killed to the last man. The first victory had been to the Dwarfs, but it was merely a skirmish in comparison to the war that was to follow.

THE ARRIVAL OF THE ENGINEERS

With the vicious armies of Archaon rampaging across Ostland, the forces of Count von Raukov were gradually pushed back further and further. Wolfenburg was impossible to defend, its walls cast down and its towers destroyed many months earlier. Abandoning his capital to the defenders already scratching a living in the half-ruined city, von Raukov decided to make a stand at Castle Lenkster, to protect the river crossing that would give the invaders a direct route to Middenheim should it fall.

As the Ostlanders filled the castle to capacity and dug in around the approaches, they were greeted by a strange occurrence. From downstream could be heard a distant whirring and clanking, and smoke could be seen many miles distant. By the end of the day they had been joined by a bizarre flotilla – the River Fleet of the Imperial College of Engineers.

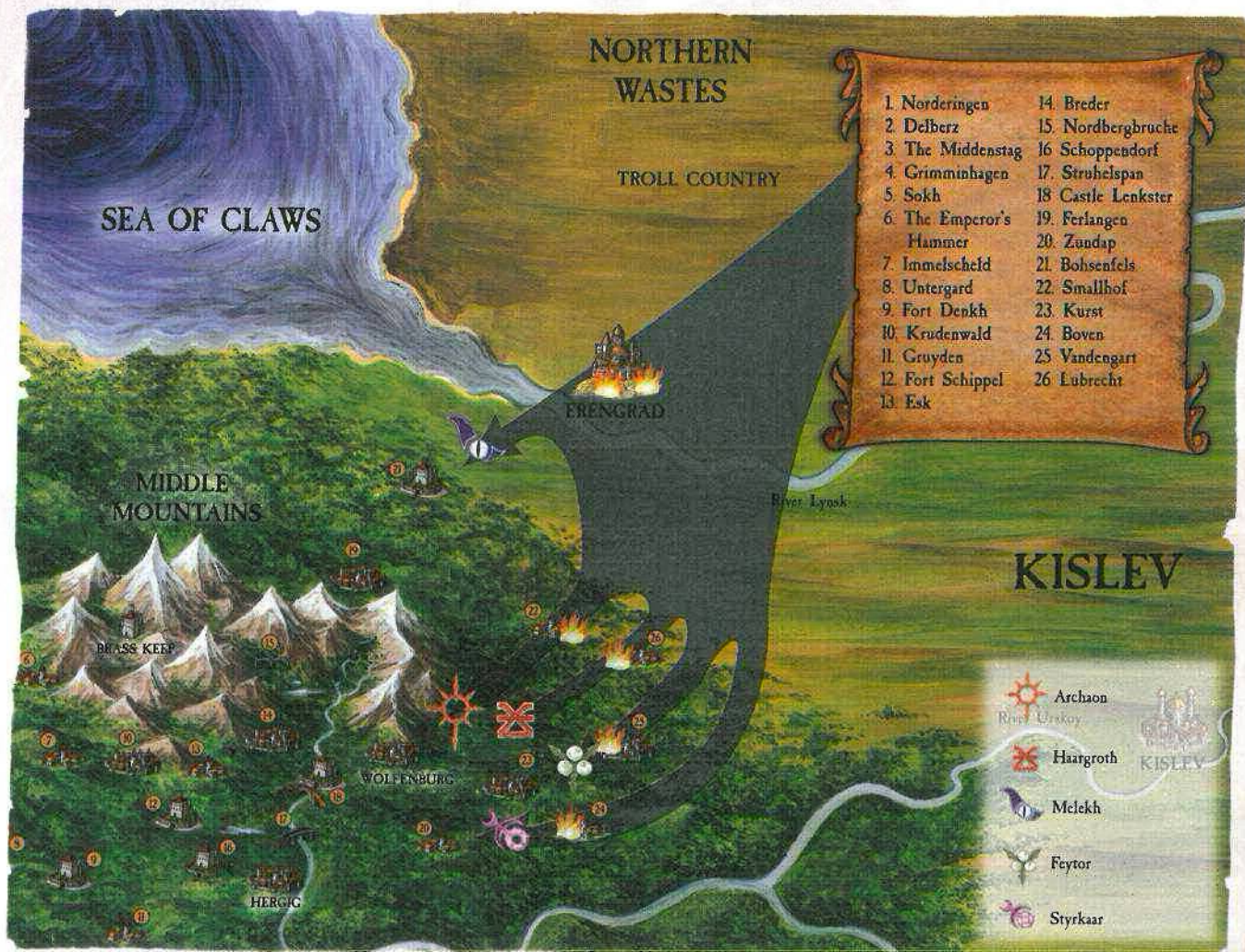
Led by the great steam gunboat Von Brunel, seven specially-constructed barges filled with engineers and their strange creations each pulled up to the jetties of the castle, unloading their crates and boxes of machinery. The Von Brunel took station further up river, its twin turret-mounted guns aimed towards the east. In its keep-like forecabin, the best of the engineers' marksmen gathered, protecting the northern approaches to Castle Lenkster.

To the east and south the engineers built revetments and emplacements for their Volley Guns and Steam Cannons, while a war balloon was tethered to the

highest point of the castle's central keep, surveying the surrounding area for many miles around. Just within sight of the balloon, a semaphore station was constructed, manned by engineers who had sworn to hold the position until the last moment in order to pass on as much as they could about the Chaos army whilst their machine still worked.

The engineers brought with them a selection of their latest experimental weaponry. Some brought improved repeating handguns, others crewed steam-powered rotary mortars and temperamental bomb-launchers. Many of the Castle Lenkster's defenders became as worried by the engineers' contraptions as they were the approaching Chaos horde, particularly when a consignment of infamous Herstel-Wenckler pigeon bombs was brought ashore.

Whatever Archaon and his horde of Chaos chose to throw against Castle Lenkster, they would not find the defenders unprepared.



STORM OF CHAOS

THE CULTS OF SLAANESH

Dark Elf Army Showcase

A lot of gamers have, understandably, taken the events of the Storm of Chaos as an excuse to get stuck into new games of Warhammer, but for just as many it's an opportunity to revisit one of their favourite armies from a fresh perspective. The Slaaneshi Cult list in particular, which harks back to a link between Slaanesh and the Dark Elves in earlier editions of the game, has been attracting a lot of attention. We've decided to take a look at what some modellers have done with the new army.

JOHN CADICE

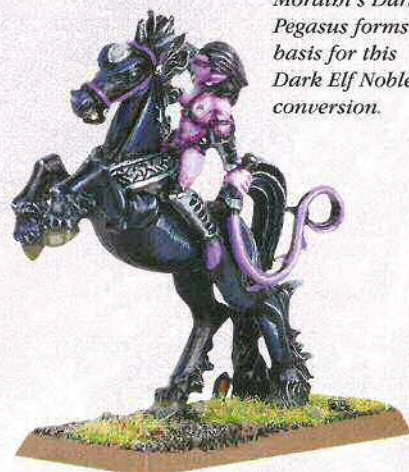
John is one of those modellers blessed (or cursed) with the ability to paint an army, complete with converted characters, in the time most of us take to paint a couple of regiments. Naturally, this means that he's built quite a few armies over the years. One of these is a Dark Elf army (one of his Witch Elves from the army appeared in stage-by-stage form in the *How to Paint Citadel Miniatures* book). Despite this, when he heard about the new list, he couldn't wait to start building another Dark Elf army.

John uses distinctive flesh colouring for his Elves to emphasise their non-human nature. He's also the only one of our modellers to have taken the opportunity to include a regiment of Chaos Warriors in his army.

Dark Elf Spearmen Regiment.



Morathi's Dark Pegasus forms the basis for this Dark Elf Noble conversion.



Dark Elf Sorceress.



Devoted of Slaanesh Mistress.



This standard was originally the back banner from the Champion of Slaanesh.



Chaos Warrior Standard Bearer.



John has used the head of Lelith Hesperax, from the Warhammer 40,000 range, to convert his Druchii Anointed.



SCOTT GOLDSTEIN

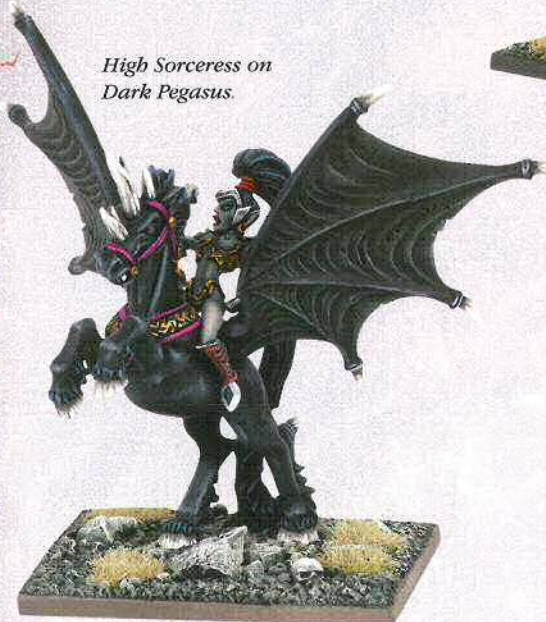
Scott's existing Dark Elf army, as featured in White Dwarf 287, already had a strong Slaaneshi feel. For him, the new list was a chance to add some Mounted Daemonettes to his army. Of course, he also took the time to create a few new Dark Elf units and characters to fight alongside them.

Unusually his army contains no plastic whatsoever, which means that he has to be quite inventive when it comes to creating his units. Check out the Warrior units made from Reaper Bolt Thrower crewmen to see what we mean.

Sorceress on Dark Steed.



High Sorceress on Dark Pegasus.



Dark Elf Lordling.



Scott's aim for his Dark Elf force is to have it completely comprised of female models. His Dark Elf Warrior unit has been made from one of the Reaper Bolt Thrower crew. The shield is from the Champion of Slaanesh on foot.





Scott's Devoted of Slaanesh have been converted using the heads of Daemonettes to add a distinctive Slaaneshi feeling to them.





MATT HUTSON

Despite having several Warhammer 40,000 armies, only one Warhammer army has really captured Matt's imagination – the Dark Elves. So when the Storm of Chaos arrived and he had the chance to do another army, he immediately turned his attention to the Druchii once more.

Matt's first thought was to adapt his existing army to take Slaaneshi Cult elements, but he eventually decided that giving his army the required character would mean virtually repainting all his models. Instead, he decided to build a new one from scratch, giving them a distinctively Slaaneshi colouring and a high-gloss finish.



▲ Matt made his mounted Druchii Anointed out of a Dark Elf Cold One Knight. The head is taken from the Black Guard Master model.

◀ Matt's regular Dark Elf army's bloody colour scheme has a distinct Khaine feel to it.

The Slaanesh icon carried by the Standard Bearer of these Devoted of Slaanesh is taken from the Warhammer 40,000 Chaos Defiler.

Morathi was remounted on a plastic Dark Steed to make this Sorceress.



Dark Elf Warriors.

Sorceress.



Daemonettes of Slaanesh.



Despite using many of the models from the standard Dark Elf army, the Slaaneshi Cult is a very different force. Of all our modellers, only Scott Goldstein used elements from his existing collection, and that's because he was already using so many overtly Slaaneshi elements that the new regiments fitted perfectly. It's part of what appeals to modellers about variant armies – the chance to create an army with a distinctive theme from familiar elements, and really make it their own.



**STORM
OF
CHAOS**

SERVANTS OF SLAANESH

Models and components for converting your
Cult of Slaanesh armies.

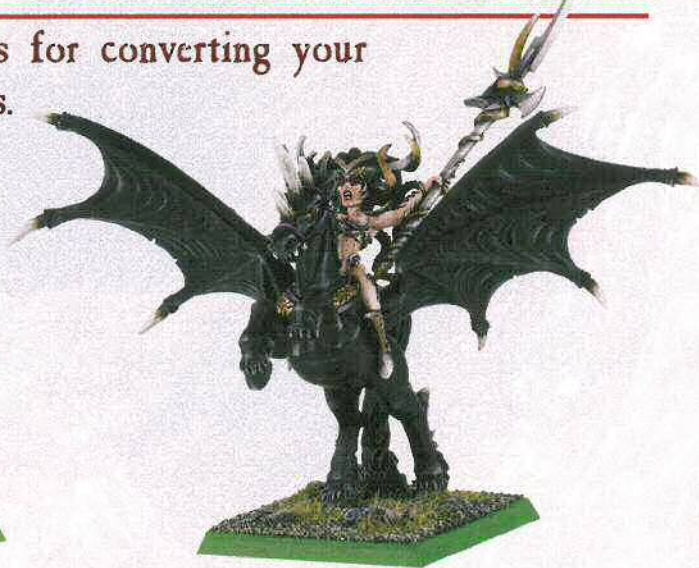


Mounted Daemonettes of Slaanesh

£6

This blister contains 1 random Mounted Daemonette.

Denmark.....kr 75.00
Sweden.....kr 85.00
Euro.....€ 10.00



Morathi, the Hag Sorceress

£12

This blister contains 1 Morathi, the Hag Sorceress.

Denmark.....kr 150.00
Sweden.....kr 180.00
Euro.....€ 20.00



Spawn of Chaos

£10

This boxed set contains 1 Spawn of Chaos.

Denmark.....kr 125.00
Sweden.....kr 150.00
Euro.....€ 17.50



Dark Elf Warriors

£15

This boxed set contains 16 plastic Dark Elf Warriors.

Denmark.....kr 200.00
Sweden.....kr 250.00
Euro.....€ 25.00



Daemonettes of Slaanesh

£6

This blister contains 3 Daemonettes.

Denmark.....kr 75.00
Sweden.....kr 85.00
Euro.....€ 10.00



Dark Elf Sorceress

£5

This blister contains
1 Dark Elf Sorceress.

Denmark.....kr 60.00
Sweden.....kr 70.00
Euro.....€ 8.00



Champion of Slaanesh

£7

This blister contains
1 Champion of
Slaanesh.

Denmark.....kr 90.00
Sweden.....kr 100.00
Euro.....€ 11.00

Models shown at 75% actual size. Models supplied unassembled and unpainted.



Chaos Furies

£6

This blister contains 2 Chaos Furies.

Denmark.....kr 75.00
Sweden.....kr 85.00
Euro.....€ 10.00



Witch Elves

£6

This blister contains 3 random Witch Elves.

Denmark.....kr 75.00
Sweden.....kr 85.00
Euro.....€ 10.00

Witch Elves Command

£7

This blister contains 3 Witch Elf Command.

Denmark.....kr 75.00
Sweden.....kr 85.00
Euro.....€ 10.00



Knights of Chaos

£25

This boxed set contains 5 Knights of Chaos.

Denmark.....kr 300.00
Sweden.....kr 350.00
Euro.....€ 40.00



Dark Elf Shades

£6

This blister contains 3 random Dark Elf Shades.

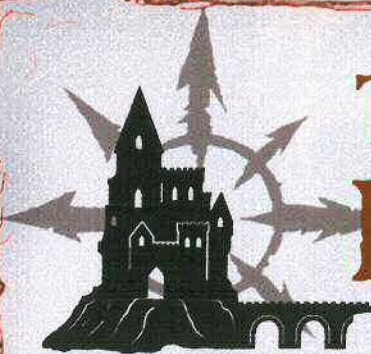
Denmark.....kr 75.00
Sweden.....kr 85.00
Euro.....€ 10.00

Models shown at 75% actual size. Models supplied unassembled and unpainted.

With these components you can create your own unique Cult of Slaanesh army, complete with Druchii Anointed.



Models shown at 60% actual size. Models supplied unpainted.



THE RETURN OF THE DEATHMASTER

Deathmaster Snikch, Chief Assassin of Clan Eshin

As the action during the Storm of Chaos heats up, Ant Reynolds announces the return of a singularly deadly individual. The infamous Deathmaster Snikch, chief assassin of the Skaven Clan Eshin, has appeared, leaving a swathe of death in his wake. But just what his appearance means for the Empire and the Old World is as yet unclear...

Amid the horror and slaughter of the encroaching armies of the dread Archagon, there has emerged a more insidious threat. Increasing numbers of high-ranking Empire officials are being found brutally murdered, often within earshot of their personal guard. There seems to be no defence against the masterful assassins responsible for these executions – the captain-marshal of the

Knights of the Everlasting Light, Dreherborg, was found with his throat slit in his bedchambers, despite being located in the highest spire of the order's heavily guarded castle. His door and windows were heavily locked, and the only feasible entrance to the room was above a sheer cliff of nearly five hundred feet. Often the elite guards of these high-ranking individuals are found slain along with their lords, many not even having time to draw their weapons. Such killings have made many within the Empire become increasingly paranoid and fearful, for it would seem that these assassins can strike anywhere and anytime. Karl Franz himself is much troubled by these assassinations, with so many foreign ambassadors within the borders of his empire, including High Elves, Dwarfs and Bretonnians, he fears what would happen should any of those

under his protection meet with an untimely end.

The Skaven adepts of Clan Eshin have been responsible for countless murders and killings throughout the years all over the Known World. Their tracks are almost impossible to follow, and their perfectly executed assassinations occur even in the most seemingly protected of places. Amongst these elite assassins there is one who is feared above all, and even other high ranking Skaven Master Assassins quake at his name: Deathmaster Snikch.

In recent years, many of the most baffling and awe-inspiring killings have been attributed to the feared Deathmaster. Some say that he dwelt within the halls of the Dwarf hold Karaz-a-Karak for an entire winter, preying relentlessly upon the inhabitants. As much as the Dwarfs

A small, black-clad shape emerged from the still water of the moat without stirring a ripple. The figure skittered up the muddy embankment and drew near the towering wall, beady eyes glinting from deep within its cowl. Crouching momentarily, the small black figure leapt up the sheer stone wall and began scampering up the vertical face, moving swiftly, using the merest cracks as handholds. The clouded night sky parted for a moment, and moonlight shone brightly; and the dark figure froze, blending into the stonework. As soon as the clouds covered the moon once more, it continued its rapid ascent.

Easily a 150 feet above the ground, the dark figure paused just below the battlements. A guard walked along the wall, his boots scuffing. The stench of man-thing filled the killer's nostrils, and its whiskers twitched. The guard let out a loud yawn and passed just above the figure clinging to the wall.

Scampering silently over the battlements, the Skaven crept up behind the guard and clamped a furred hand over his mouth, in the same movement slipping a knife into his back, severing his spine instantly.

Leaving the body where it fell, the Skaven assassin shimmied down the inside of the wall before dropping to the ground inside the fortress. Moving swiftly, it rounded a corner and came face to face with another guard. Without pausing, the assassin's hand flashed out and the man fell to his knees even as the Skaven raced past him, blood gurgling from his throat as his hands clutched in futility at the throwing star embedded in his neck.

Scampering up another sheer wall in the space of a single breath, the Skaven climbed onto the rooftops and began running swiftly along the steeply angled slate surface that was slick with rain. Reaching the edge, the assassin leapt, effortlessly clearing the 20 foot gap and continuing on towards the large circular dome of the temple, positioned in the centre of the fortress-compound. Pausing on the edge of the high building, the assassin peered intently through the night. Below him, on the third level of the temple opposite, he could see his target through a glassed window, talking to an aide.

Without a second thought, the Skaven assassin launched itself off the building,

arms outstretched before it. Smashing through the window opposite, the assassin rolled neatly on the carpeted floor and rose in a fighting crouch with three blades readied – one in each hand and a third clasped in its tail hovering menacingly behind its head, ready to lash out.

The knight-captain and his aide were still recoiling in shock as the assassin lunged forward, moving too fast for the eye to follow. The Skaven hurled one of the knives as it closed on the knight, and the young aide fell silently to the floor, the knife embedded to the hilt in his eye socket. The knight swung a gauntleted fist at the assassin as it approached, but the assassin ducked beneath the blow and rose within the knight's guard, ramming a knife up into his throat.

Ripping the blade free, the assassin turned without a sound and ran to the broken window. Without a backwards glance, Deathmaster Snikch leapt out into the darkness. Minutes later shouts were heard throughout the fortress, and armed guards rushed through the night. The Deathmaster, however, had disappeared into the dark.



searched their most ancient and well defended of holds, they never could find the silent assassin. Many a noble Dwarf joined the Slayer cult in dishonour as the Deathmaster continually evaded capture and circumvented even the most vigilant of guards to strike his lethal blows. High King Thorgrim lost two of his sons and his daughter to the blades of Snikch, so it is said, and yet the unseen assassin was barely glimpsed by the Dwarfs. None were more angered, frustrated and grief-stricken by this than the High King, and to make things worse, he knew not what name to add to his famed Great Book of Grudges other than the name Gorakthag-throk, which translates roughly as 'murder-daemon of darkness'. He ordered the gates of Karaz-a-Karak sealed, locking the assassin in with the Dwarfs, for he believed that none could remain hidden indefinitely. This was proven wrong however, when it was discovered that one of the many cunningly hidden secret entrances to the hold had been opened from the inside and its guards slain, each one found with a throwing star embedded in the neck.

Other stories attributed to the Deathmaster in recent years involve the killing of the famed Grail Knight Boragild of L'Anguille, a noble knight and victor of countless wars who was beloved across the entirety of Bretonnia. This epitome of knightly honour had his spine severed as he prayed, sending the entire nation into mourning.

The Deathmaster was instrumental in the sudden rise of the Warlord Clan Mors and in the pre-eminence of Clan Skryre. Nevertheless, the rumours around Skavenblight speak of the arrogance of the Lord of Decay Morskittar, the leader of Clan Skryre. It has reached new heights with the Clan's rise to power. Apparently this has displeased Lord Sneek, the Lord of Decay and Nightlord of Clan Eshin – and master of Snikch. The Deathmaster has recently been conducting a series of assassinations to remind Clan Skryre of the power of Clan Eshin.

Amongst the higher echelons of Clan Eshin it is believed that in recent years the Deathmaster has been far to the east, in Cathay and Nippon, where he first learnt his deadly craft. There he continued to master the finer points of his grisly trade. Many even believe that having learnt all he could, he slew his ancient teacher, a common practise amongst Clan Eshin once a student overtakes the master in competency.

As Archagon's forces push towards Middenheim on their quest to despoil the Empire, the Deathmaster has returned to the Old World. Any appearance by this masterful assassin is much feared, but to make matters worse, he has not returned from the Far East alone; he brings with him his Triad adepts – assassins personally trained by Snikch who work in closely bonded teams of three.

Exactly what role the Deathmaster and his Triads will play in the conflict is as yet undetermined. It is known that the Deathmaster has met with Throt the Unclean of Clan Moulde, and negotiated the purchase of one of the largest and most fearsome mutated creations ever spawned by the Master Mutators. What Clan Eshin intends with this immense burrowing creature is unknown. Some believe that Clan Eshin has forged a pact with the forces of Chaos, and that when the time comes they will be ready to act to the Empire's detriment.

There are already those who speculate that the Deathmaster will make his appearance at a crucial point in some final, great battle, and that he may be the one to turn the tide for good or ill. Many of the fanatics who proclaim the inspired young warrior Valtan as Sigmar reborn fervently believe that dark forces are seeking to slay this god incarnate. Indeed, assassination attempts have already been made upon the young man, though they have all been foiled thus far thanks to the dedication of those who have devoted themselves to him. However, other insane doom-singers have been recorded as predicting the death of Karl Franz and Valtan through underhand methods. What the Deathmaster's next mission is to be nobody yet knows. One thing is for sure, if the Deathmaster himself seeks the death of anyone in the Old World, then their demise is almost certainly guaranteed.

DEATHMASTER SNIKCH

CHIEF ASSASSIN OF CLAN ESHIN

	M	WS	BS	S	T	W	I	A	Ld
Snikch	7	9	6	4	4	3	10	4	9

Deathmaster Snikch can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. In a normal Skaven army he may never be the army general. However, if used in a Skaven Clan Eshin army he will always be the army general.

Cost: 515 points.

Weapons: Weeping Blades, smoke bombs.

Armour: none.

SPECIAL RULES

Assassin Supreme. *Deathmaster Snikch is the chief assassin of Clan Eshin, and his skills are almost supernatural. None are safe from his reach, and tales of his exploits are recounted all across the Known World.*

Deathmaster Snikch has the following special rules: Scout, Hidden (see p18 from Warhammer Armies: Skaven). In addition he has the Killing Blow special rule.

Sensei. *The members of Clan Eshin regard Deathmaster Snikch with reverence and fear, as the greatest assassin the Clan has ever seen.*

Deathmaster Snikch will always be the army general if he is leading a Skaven Clan Eshin army (see p92-93 of Warhammer: Storm of Chaos). However, he can only pass on his Leadership value to other units if he is not hidden. In a normal Skaven army he may never be the army general.

Dodge. *Deathmaster Snikch is preternaturally quick and agile to the point where he can pluck speeding arrows out of the air. Whether this is due to his extraordinary training or some controlled mutation is unknown.*

Thanks to his exceptional speed and agility the Deathmaster can dodge hand-to-hand combat blows, spells and missiles. This is represented by a 4+ Ward save.

MAGIC ITEMS

Weeping Blades. *These weapons weep corrosive venom that can burn through armour and slay with the merest touch.* Deathmaster Snikch has +1 Strength in combat. Each unsaved Wound is multiplied into D3 Wounds. Deathmaster Snikch carries three of these Weeping Blades, wielding one with each hand and one with his tail. In close combat, this adds two extra attacks to the ones shown on his profile, for a total of 6!

Warpstone Stars. *These throwing weapons are coated with deadly poison that eats through armour and flesh.* Deathmaster Snikch can throw four Warpstone Stars each Shooting phase. These are treated as normal throwing stars, but have a range of 10" and Strength 5. Each unsaved Wound is multiplied into D3 Wounds.

The Cloak of Shadows. *This is woven from the hair of murdered foes, and casts shadows of darkness around its wearer.*

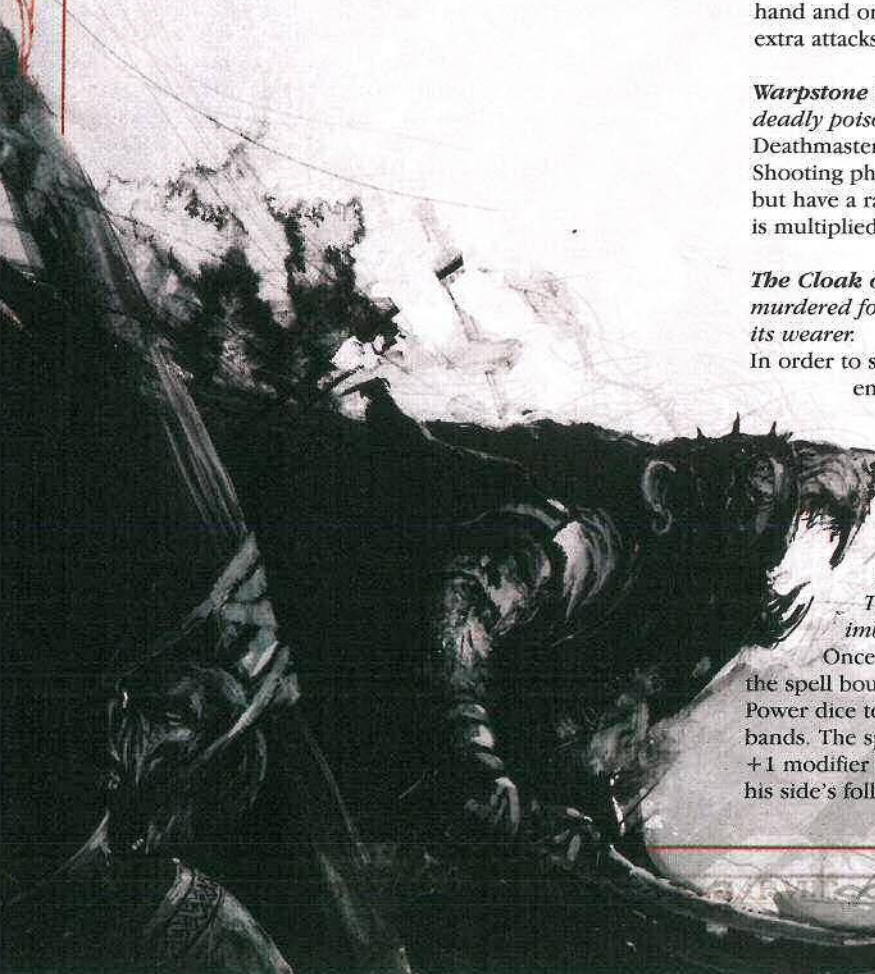
In order to shoot or cast a spell against Deathmaster Snikch, enemy units must first roll a 5 or 6 on a D6. If they fail, they can choose a different target, choose to cast a different spell, etc. If the bearer is inside a unit or engaged in close combat, the cloak has no effect.

Bands of Power

Bound Spell. Power Level 4.

These tarnished armbands, when clashed together, imbue Deathmaster Snikch with unnatural power.

Once per Magic phase, Deathmaster Snikch can cast the spell bound within the bracers. The spell requires no Power dice to cast as all the power required is provided by the bands. The spell doubles Snikch's Strength value (before the +1 modifier from the Weeping Blades) until the beginning of his side's following Magic phase.



Deathmaster Snikch is the chief assassin and prime agent of Lord Sneek, Lord of Decay and Nightlord of Clan Eshin. His infamy is only exceeded by the mystery that surrounds his whereabouts at any particular time. Lord Sneek ensures that this is the case – as long as no one knows the location of his chief assassin no one can feel safe. Deathmaster Snikch has appeared all over the Old World at one time or another, seldom being seen.

Of course such gory murders are only enacted when the Nightlord feels that an example should be made, usually to other defiant Skaven. In the lands of Men, Elves and Dwarfs it is harder still to divine the

Deathmaster's presence, save perhaps by effect and implication only. For example, the bizarre deaths of Frederick Hasselhoffen and his entire retinue during the Emperor's Grand Ball in Altdorf have never been explained to this day. And the fate of the Celestial Wizard Heinrich Frisen, found flayed within his sanctum at the Celestial College of Magic, the only entrance triple locked from the inside and potent magical wards around him, left city watch officials

mystified. Many muttered about daemons but the truly erudite know that daemons seldom leave so few clues.

Who knows what other horrors the Deathmaster has perpetrated? How many ships have sunk or foundered with mysterious leaks or severed rigging, how many towns have been consumed by fire or pestilence released from the sewers below?

On the battlefield the Deathmaster stalks his victims concealed beneath the magical Cloak of Shadows, its enchanted power strong enough to make a mockery of the most intricate of defences. Where the stealthy tread of Deathmaster Snikch falls, no prince or warlord is safe.

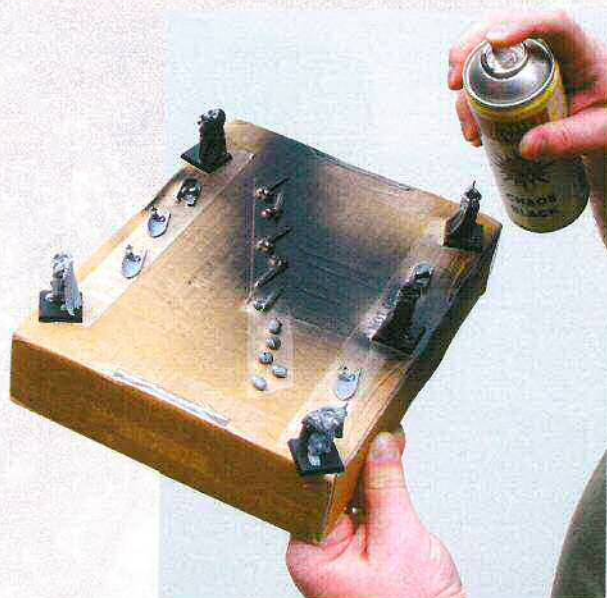


PAINTING WORKSHOP CHAOS WARRIORS

Regular readers will remember Lure of the Gods, Paul Sawyer's series about collecting a Chaos army. With the Storm of Chaos campaign looming large he's decided to put together the new plastic Chaos Warriors to replace the old plastics. These are so old they were released the month after Paul first became editor of White Dwarf! He explains how he built and painted his new regiment...

UNDERCOATING

I don't build my models all at once. I prefer to paint them in sub-assemblies so I can get to as much of the model as I can (you might not be able to see it, but I know the back of the shield isn't painted...). When undercoating I use double-sided tape to stick my models to a box for spraying. This enables me to twist and turn the models for better spray coverage without them falling over. I then carefully dry the models with a hairdryer (I'm not going to use it for anything else after all).



CLIPPING HORNS

The Chaos Knights Brian Nelson sculpted were a big reason I started my army. My favourite was the one without horns – very brutal-looking. To replicate this on my plastics I snipped off most of the horns from my models, carefully filing the area smooth before undercoating them. This also makes it easier to pose the models as the horns aren't there to catch on the armour and weapons.

CHAINMAIL

1 Use a small brush to drybrush the chainmail with Dwarf Bronze.



2 Apply a lighter drybrush of Shining Gold.



3 Paint the areas of armour that have been hit by bronze and gold with Chaos Black.



HELMETS

1 Flatbrush around the neck with Boltgun Metal.



2 Lightly brush the grill and eye slits with Boltgun Metal.



3 Use Mithril Silver to paint the rivet above the eyes.



BELTS

- 1 Paint the belt and armour straps with Scorched Brown.
- 2 With a 2:1 mix of Scorched Brown and Bubonic Brown highlight the strap tops and the belt.
- 3 Carefully paint the buckle Chaos Black.
- 4 Paint Mithril Silver over the belt buckle.



CLOAKS

- 1 Apply a basecoat of Scab Red (you will need to use two coats).
- 2 Paint a 1:2 mix of Scorched Brown and Scab Red into folds and recesses.
- 3 With a mix of four parts Red Gore to one part Skull White add highlights to the raised areas.
- 4 With a Red Gore/Skull White mix of 2:1 paint the edges and pick out the raised areas and folds.
- 5 Glaze the cloak with Red Ink to unite the shading and highlights.



SHIELDS

- 1 Give the icon a Dwarf Bronze basecoat.
- 2 Add Shining Gold to the tips of the 8-pointed star but not the central circle.
- 3 Paint the arrowheads with a 2:1 mix of Shining Gold and Mithril Silver.
- 4 Flatbrush around the edge of the shield with Boltgun Metal.
- 5 Paint the ring at the right of the shield with Shining Gold.



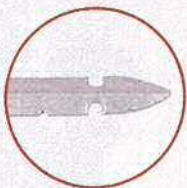
Right: The first of the true multi-part plastics, the Chaos Warriors regiment was a milestone in development Games Workshop's range of plastic regiment kits. But time marches on, and now the models look ready for retirement.

Left: Unlike the older regiment the new plastics are a joy to paint and didn't take me anywhere near as long. By far the biggest improvement in my opinion, apart from the obviously higher quality sculpting, is the fact they are so much easier to rank up!



SWORDS

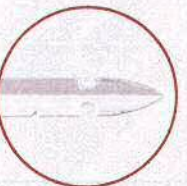
- 1 Give the sword blade a Boltgun Metal basecoat.



- 2 Paint Mithril Silver down the right side of the flat of the blade on both sides.



- 3 Flatbrush down the other side of the blade with Mithril Silver.



- 4 Apply a 2:1 mix of water and Black Ink around the arrow on the blade for contrast.



- 5 Paint the pommel, cross-guard and arrow with Dwarf Bronze.



- 6 Highlight the bronze areas with Shining Gold, leaving a trace of Dwarf Bronze showing.



- 7 Using a 1:1 mix of Chestnut Ink and water paint around the rivet on the arrow.



- 8 Use a 1:1 mix of Shining Gold and Mithril Silver on the detail of the pommel and crossguard.



- 9 Carefully paint Scorched Brown onto the handgrip of the sword.



- 10 Paint the base of the pommel ring with Boltgun Metal.



GLOVES

- 1 Paint the gloves with a 1:1 mix of Chaos Black and Bubonic Brown.



- 2 Paint a 2:1 mix of Chaos Black and Bubonic Brown into any grooves and recesses.



- 3 Highlight with a 2:1 mix of Bubonic Brown and Chaos Black over knuckles and raised areas.



- 4 Add a final highlight with a 2:1:1 mix of Bubonic Brown, Chaos Black and Skull White.



FLATBRUSHING

A technique I use a lot when applying paint to raised areas and, in particular, to edges, is 'flatbrushing'. This is a very simple and fast technique which gives you good results. You take a normal amount of paint onto the

brush and then, using the side of the bristles, run it over the detail you wish to paint in order to pick it out or highlight it. Flatbrushing makes a tricky operation much easier – you're using the model's detail as a guide rather than the brush tip.



When painting normally the tip of the brush is used for applying the paint.



Flatbrushing uses the edge of the bristles to pick out raised details.

FURS

- 1 Paint the fur Codex Grey.



- 2 Drybrush the fur trim with Skull White.



- 3 Paint Red Gore over any areas of the cloak the white has hit.



CLAWS

1 Paint the paw with Dwarf Flesh.



2 Next, highlight with Elf Flesh.



3 Now paint the claws with Chaos Black.



4 Paint the claws Bubonic Brown, leaving a little black showing at the top of the claw.



5 With Bleached Bone pick out the tip of the claw.

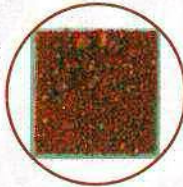


BASES

1 Paint the base Goblin Green and apply sand and gravel with PVA wood glue.



2 Once the sand is dry, wash it with Flesh Wash Ink.



3 Add a liberal drybrush with Vomit Brown.



4 Drybrush with Bleached Bone to add some contrast.



5 Clean up the edges with Goblin Green. Once dry, add static grass with PVA wood glue.



6 Drybrush the grass with Bleached Bone to knock back its vividity.



BLACKLINING

Another technique I like is blacklining – adding black lines between colours to give more definition to a model. As I'm too lazy and messy a painter to add shadows at each stage of painting, I wait until the model is finished and then carefully draw in the lines using a graphics pen with a 0.25 nib.



ARMOUR

1 Flatbrush the edges of the armour plates with Boltgun Metal.



2 Paint the rivets and edges carefully with Mithril Silver.



THE STORM IS UPON US

With Summer finally upon us, it is time to dust off those armies and crack open the paint pots as Games Workshop offers you a whole host of activities to keep you busy throughout July and August. A worldwide campaign, huge mega-battles, gaming leagues, hobby classes and painting competitions are just a few of the activities we have on offer. Feast your eyes on these pages to see what you can do!

The Storm of Chaos campaign is finally upon us... An enormous allied horde of evil armies has massed to the east of the Empire city of Middenheim. Led by Archaon, Lord of the End Times, this seemingly unstoppable army desires nothing less than the total destruction of the ancient fortress-city and everything else that is in their path. Emperor Karl Franz and Valten, a great champion many believe to be an earthly manifestation of the god Sigmar, rush to defend the city of Middenheim and the

Summer Gaming activities across the UK

lives of every member of the civilized races. Will Middenheim fall to the Forces of Darkness, or will the allied defenders hold strong?

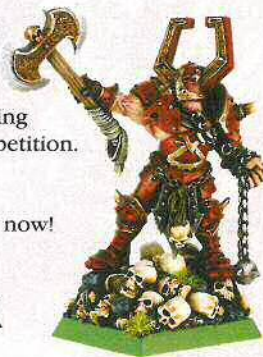
Over the summer all of our Hobby Centres will be running special scenarios, painting and modelling tutorials, competitions, roadshows and much more. Every battle you fight in store will count towards the campaign's outcome, as the Hobby Centres will be entering their results on a daily basis. The battles fought in these Hobby Centres also decide the fate of key battlefields. To find out more information about this go to our website: www.storm-of-chaos.com.

Contact your local Hobby Centre now and find out how you can participate.

Worldwide Web campaign

If you register online to the Storm of Chaos website, every battle you play will help decide the fate of the Empire and whether Archaon realises his plan. Visit the official Storm of Chaos website now to register. You can enter your results, view the action on the interactive map as the campaign evolves and access the forums to plan your strategy. There's also a wealth of other information about the campaign such as hobby advice, miniature galleries, background etc. and an online painting and modelling competition.

Don't miss out on the action – register now!



www.storm-of-chaos.com

If you are a Warhammer 40,000 or The Lord of The Rings fan we also have some great gaming and hobby activities for you too!



Though Storm of Chaos will soon be in full swing, we've not forgotten about our thousands of Warhammer 40,000 gamers out there. In every Hobby Centre you'll be able to join in two great events, the Warhammer 40,000 League and the Cup. Using special scenarios and random events tables the best generals will be crowned hobby centre champion. **These champions will then go on to participate in a grand final held at our very own Warhammer World in Nottingham.**

WARHAMMER WORLD

Warhammer World are hosting a major event that will have a direct effect on the Storm of Chaos campaign.

21-22nd August: STORM OF CHAOS CAMPAIGN WEEKEND

Fought out over the last days of the war. Will your force help turn the tide? Keep your eyes peeled for ticket availability on our website:

www.games-workshop.co.uk/news



Battle of the Pelennor fields

This summer all our Hobby Centres are recreating some of the many battle scenes from the The Lord of The Rings trilogy. With the release of the Battle for the Pelennor Fields supplement you will be able to refight such pivotal events as the charge of the Rohirrim and the arrival of the Haradrim. You will also be able to participate in a The Lord of the Rings mini-campaign and play in the final battle of the summer, The Black Gate Opens.





THE END TIMES ROADSHOW

Archaon's hordes are sweeping down from the Chaos Wastes, drawn to the city of Middenheim where the Empire's brave defenders wait. Victory is uncertain. Will the Lord of the End Times triumph or will the Empire survive against the rising darkness?

As part of the Storm of Chaos global Warhammer campaign the End Times Roadshow will be sweeping into a store near you. Come along and battle it out for control of exclusive battle sites that only YOU can affect!

The End Times roadshow will be calling at the following places:

Ritual Terror at Grimminhagen!

31st July – GW Newcastle
GW Derby
GW Exeter
GW Ipswich
GW Richmond
Marquee Models (Essex)

Death stalks the Middenstag

2nd August – Battle Honours UK
(Worcestershire)
3rd August – Static Games (Glasgow)
Miniature Merchants
(Berkshire)
4th August – S R Gladston and Son
Ltd (Tynes & Wear)
5th August – Westgate Department
Store (Cambridgeshire)
6th August – Dibbs Toymaster (Wales)
Sports & Fashions Ltd
(Cambridgeshire)
7th August – GW Uxbridge
GW Norwich
GW Poole
GW Sheffield
GW Metro

Assault on Middenheim!

9th August – Greens Toymaster
(Nottinghamshire)
Artists Corner Ltd
(Monmouthshire)

10th August – Austins (Devon)
Byte Size (Lancashire)
11th August – KC's Games Shop
(Sussex)
Krackers (Somerset)
Questing Knight Games
(Shropshire)
12th August – Morningstar (Surrey)

The Battlezone

(North Devon)
M. S. Struggess
(Lincolnshire)
13th August – Chris Abbey T/A
Wargames World
(West Yorkshire)
14th August – GW York
GW Manchester
GW Oxford
GW Milton Keynes
GW Bromley
16th August – Trinder Bros Ltd
(Oxfordshire)
17th August – Speeding Bullet
(Derbyshire)
19th August – Ottakers Bookshops
Bracknell (Berkshire)
20th August – Cuddlers (Bedfordshire)
Fareham Toys &
Hobbies (Hampshire)
21st August – GW Kingston
GW Guildford
GW Worcester

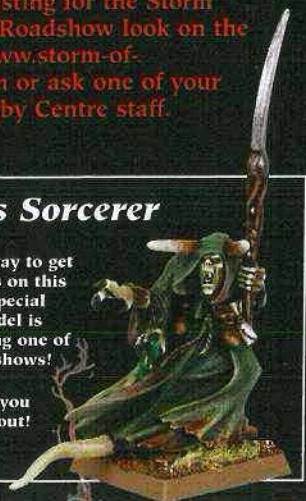
GW Chester
GW Leeds
24th August – A.J. Blundell & Son
(Kent)
27th August – B & M Cycles (Essex)
28th August – GW Watford
GW Maidenhead
GW Birmingham
GW Liverpool
GW Hull

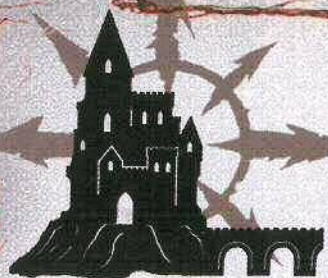
For more information and a full address listing for the Storm of Chaos Roadshow look on the web at www.storm-of-chaos.com or ask one of your local Hobby Centre staff.

Chaos Sorcerer

The only way to get your hands on this awesome special edition model is by attending one of these roadshows!

Make sure you don't miss out!





STORM OF CHAOS

THE COURSE OF THE STORM

A relief force of Empire troops attempts to break through Chaos and Skaven lines to relieve Middenheim in this Warmaster Battle Report.

Impressed by their faltering footsteps towards collecting Warmaster armies in White Dwarf 294, we dared Tom Webster-Deakin and Andy Holmes to paint up their army in one month for this Battle Report. And they did it!

Equipped with shiny new forces, and joined by the warhosts of Tom Gilbert and Gareth Taylor, they prepared to do battle.

Month after month, the armies of Archaon had surged southwards into the Old World. From the east, Crom's Kurgan battered the Empire's distant border in a combined attack that threatened to leave the Empire's armies divided and its lands undefended. But it would not be so for long. After the shock of his initial assault, Archaon's plans soon became clear to his enemies. He was headed for Middenheim. Without doubt it was the City of the White Wolf against which the Everchosen sought to unleash his hellish legions. All thoughts now turned to its defence.

With Archaon's intended target now made plain, a curious reversal occurred. From the east and north, where many had once feared the sledgehammer of Chaos might strike, vast armies of the Empire

now marched westward toward Middenheim. Where once his forces had streamed unbridled across the Old World, it was now Archaon who found numbers massing against him as he raced towards Ulric's Lair. But his gambits were not yet spent.

Archaon knew that Middenheim's fate would soon be decided, likely in days, not weeks, let alone months, and so those most distant elements of his own army were turned back. The stragglers from the north who had too long dallied to plunder in Kislev, the ragged and broken tatters of the armies from the east who had found the mountains a barrier beyond all others, all regrouped in the east of the Empire to meet the arriving Empire reinforcements and halt their march towards Middenheim.

Archaon's army would not need to defend his advance alone. The pacts and trysts which had brought Archaon to the threshold of greatness upon which he now stood stretched far beyond his own followers, and had brought him much tribute from the other powers of disorder and anarchy in the world. The Skaven in particular had long had truck with Archaon, profiting greatly from his rampage. Yet all their debts had not yet been paid. Beneath the shadow of the Worlds Edge Mountains their tunnels spread far and wide, their rot touching upon each and every accursed land. At Archaon's behest they emerged from their underempire, to join with the Chaos army and halt the relief forces converging upon Middenheim.



SCENARIO: RIDE TO MIDDENHEIM! *by Matt Keefe*

This battle was fought between a vast Empire army and a joint horde of Skaven and Kurgan (Chaos) tribesmen. It took place in the east of the Empire, close to the foot of the mountain passes by which many had feared Crom would cross the Worlds Edge Mountains. Indeed, many such battles were fought as armies from several eastern and southern provinces began a frantic march to reinforce Middenheim, having previously held back on the orders of the Electors for fear that their own homelands might come under attack.

The battle is fought down the length of the table, so the opposing armies will deploy at opposite short table edges. The table can be set up in any mutually agreeable fashion. It's the fact that the battle is fought down the length of the table, representing the route of march for the Empire army, which is important, rather than any particular terrain set up.

The Empire army is attempting to march westward to Middenheim, while the combined Skaven and Chaos army is trying to prevent them. The defenders (Chaos and Skaven) deploy first, and the attackers (Empire) take the first turn. Both armies may deploy no more than 30cm onto the table. The battle is fought subject to the normal rules. The bonus Victory Points outlined later take into account the varying goals of the opposing armies.

A PACT WITH RATS

As is always the way of such things, the alliance between the Skaven and the army of the Kurgan stood less than steady. With little trust, and less love, between the two armies, neither the Chaos army nor the Skaven were at ease with the presence of their allies.

To represent the uneasy alliance between Chaos and the Skaven, special conditions apply to both armies' Break points. One army in the alliance is considered to be *determined* – this army has come to the battle with an absolute goal in mind and they will not cease until circumstances convince them that it is impossible to achieve. The determined army will withdraw once it has lost half of its starting number of units (rounding up) as normal. If the allied army withdraws, the determined force will still continue

to fight until they themselves are forced to withdraw.

The other army is considered to be *unreliable* – a bunch of shift, opportunistic chancers, grudgingly honouring the pact with their allies, while also making their own plans should things go awry. The unreliable army will withdraw once it has lost half its starting number of units (rounding up), and will also withdraw as soon as the army to which it is allied does so.

The point at which the two armies will withdraw is determined separately, and losses from one army will in no way affect their allies. They are two entirely separate armies in this regard.

Before the battle, the Chaos and Skaven players should decide between them who will be determined and who will be unreliable. In the battle itself the Skaven (in typical fashion) proved to be the unreliable party, though there is no reason why you should follow this when refighting your own battles.

The opposing Empire armies have no idea that the pact between Skaven and Chaos is so unstable, and hence shouldn't be informed who is determined and who is unreliable. Write down your decision on a piece of paper and put it to one side, pass it to a neutral third party or otherwise keep it safe.

For their part, the Empire represents contingents drawn from a great many provinces across the Empire, but are nonetheless resolutely united in their goal. They will reach Middenheim, and they will relieve it, or they will die in the attempt. The Empire army is divided into two separate forces, as such a vast army would otherwise simply be too unwieldy to command, but the forces will remain until all is lost. Each Empire army calculates the point at which it will withdraw separately, however neither army will actually withdraw until both Empire armies have lost half their starting number of units. Once an Empire army reaches its Break point, all remaining units

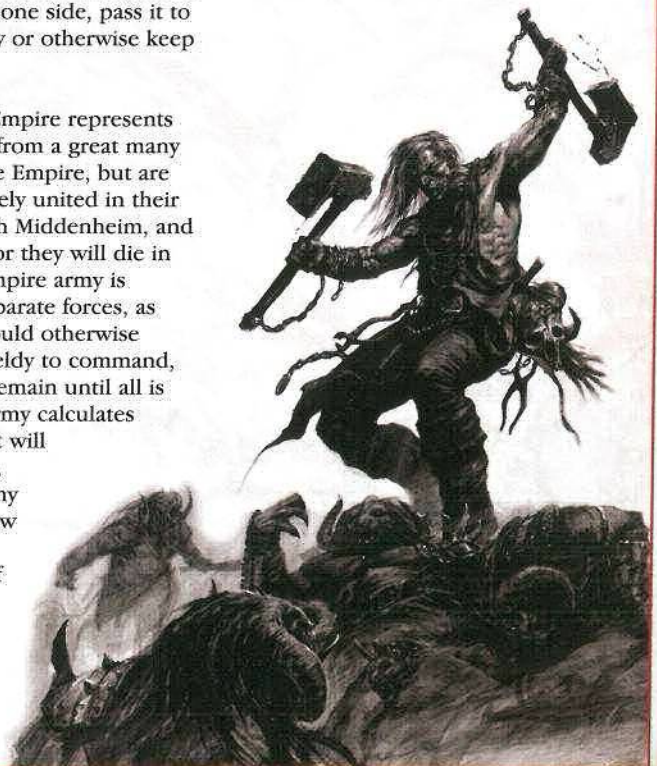
within that army (not the other Empire army) will suffer a permanent -1 to their Command checks, in addition to all other penalties. Once the other Empire army is also broken, both armies will immediately withdraw and the game will end.

BONUS VICTORY POINTS

1000 Victory Points: The defenders (Chaos and Skaven) receive a bonus 1,000 Victory Points if no Empire units of two or more stands exit via the short table edge opposite their deployment zone. Only Empire units which begin the game with three or more stands count for these purposes.

50 Victory Points: If the defenders (Chaos and Skaven) withdraw, they receive a special Victory Points bonus of +50 points for every Empire unit of three or more stands which is completely destroyed at the end of the game, since such losses greatly deplete the reinforcements who can make it to Middenheim, and thus may earn the attackers a draw.

100 Victory Points: The attackers (Empire) earn +100 Victory Points for each unit of two or more stands which exits the table via the short table edge opposite the Empire deployment zone.





Reinforcements from Talabheim.



THE ARMIES OF THE EMPIRE

Ⓥ	Valten (Orb of Majesty)	155pts
ⓗ	Hero (Sword of Might)	90pts
Ⓦ	Wizard (Scroll of Dispelling)	65pts
WOLF 1	4 Units of Knights (Sword of Destruction)	440pts
WOLF 2	3 Units of Knights	330pts
INFANTRY 1	2 Units of Halberdiers 2 Units of Crossbowmen	90pts 110pts
INFANTRY 2	2 Units of Halberdiers with Skirmishers 1 Unit of Flagellants	140pts 70pts
Ⓒ	General	125pts
ⓗ	Hero	80pts
ⓗ	Hero	80pts
Ⓦ	Wizard (Wand of Power)	55pts
KNIGHT 1	2 Units of Knights 1 Unit of Pistoliers	220pts 95pts
KNIGHT 2	2 Units of Knights 1 Unit of Pistoliers	220pts 95pts
INFANTRY 3	3 Units of Halberdiers with Skirmishers 1 Unit of Crossbowmen	210pts 55pts
INFANTRY 4	2 Units of Halberdiers with Skirmishers 1 Unit of Flagellants 1 Unit of Crossbowmen	140pts 70pts 55pts

Total: 3,000pts

FOR ULRIC!

Andy Holmes: Over the past few months my army has been steadily growing. It has already reached a mighty 2,000pts, including another brigade of cavalry split as two units of Knights of the White Wolf and two of Knights Panther. I have also obtained two units of Teutogen Guard and Valten from the Storm of Chaos character pack. I know Valten is the Champion of Sigmar and Ulric is a rival God but I really like the little Valten figure. It looks so much like its Warhammer counterpart I had to have it.

For the battle we would only be using 1,500pt armies. This meant I could pick and choose from my larger army for use in this particular scenario, chopping off bits I did not need or that would slow me down for the scenario.

I retained as much cavalry in my force as I could afford with only a small amount of infantry. I decided that three characters would be enough, one General in the form of Valten, a Hero to back him up in the form of the Grand Master of the Knights of the White Wolf and my trusty wizard Dangalf. I gave my General the Orb of Majesty to allow him to reroll a failed Command check, the second check being made against a Command value of 8. My Wizard was given a Scroll of Dispelling to stop any hostile magic from ruining our battle plan, *Anger of the Gods* or *Death Frenzy* being prime examples of the kind of spell that could spoil our day!

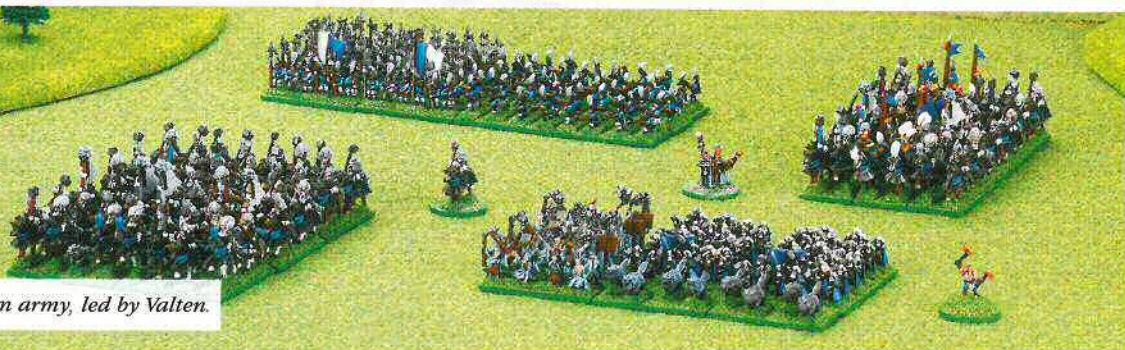
Gareth Taylor: The wargame I play the most frequently is Warhammer. As anyone who knows me will tell you, I'm a big fan of massed armies. The main reason for this is that malfunctioning magic items have lost me more games than I care to remember, and I have no intention of giving them another chance of doing so. Because of this I love Warmaster. It has few magic items, being very much a game of troops and leadership. Games tend to be decided in the Movement phase as opposed to the Combat phase, as is the norm in Warhammer battles.

Due to the conditions of the battle I will be forced to leave most of my Talabheim army's firepower at home. This means that my usual, successful combined-arms tactics will need revising. With such considerations tactics are probably going to amount to legging it down the board as fast as possible. This could be a problem as it is one of those few things my army, with its low leadership, has proved consistently bad at in my previous games of Warmaster.

Needing to move as fast as possible, my army will be made up of two large brigades of cavalry supported by two full brigades of infantry. The hope is that the infantry will hold up the enemy as much as possible while the cavalry punch through. If we are lucky we may be able to catch the enemy between our two armies. Tally ho!



Andy Holmes



The Middenheim army, led by Valten.



The Skaven Horde amasses.

UNHOLY ALLIANCE

Tom Webster-Deakin: As this army is still new, army selection proved pretty easy – I'd just take everything I had painted! I had actually spent the weekend before the Battle Report competing in the Warhammer Players' Society Club Challenge, during which I'd learned a great deal about playing with a Chaos army in Warmaster, not least that my army was not particularly competitive in a tournament environment (I lost four of my five games if you must know!). However, for this game, I was fairly confident the troops I had could do the job. My plan was basically to use the foot troops brigade to hold up the Empire advance and then counterpunch with my powerful cavalry. Reading the victory conditions it was clear that preventing any enemy from leaving the board had to be our priority, 1,000 Victory Points would guarantee our victory no matter how much damage the enemy did.

Tom Gilbert: When building a Skaven army you must remember that this is a horde army. You need lots and lots of ratmen to make it work for you. So when putting together an army of them, start from the bottom of the Skaven social heap, with Rat Swarms and Clanrats. These are cheap, expendable, and plentiful. Take lots of them, they're essential. But with this being an important battle, the four major clans also each sent special units to aid me.

Clan Pestilens – The twisted lords of decay send one unit of Plague Monks.

Clan Moulder – This clan despatched three units of Rat Ogres. These guys can really pack a punch and are ideal to reinforce the front line of big brigades.

Clan Skyre – The Warlock Engineers toiled through the night to get a unit of Jezzails and two Warp-Lightning Cannons ready. These should give me enough firepower to slow down the Empire's troops, and maybe worry their cavalry. They also sent a Doom Wheel.

Clan Eshin – The master assassins chose only to send one Triad to further my cause. This is a themed hero model.

All these chattering ratmen need firm leadership, so a Grey Seer is a must. He will and take up station upon the awesome Screaming Bell, as its ability to up my Command and lower the enemies is dead handy. A Warlock at 30pts cannot be sniffed at, and given the Skaven rule of a 20cm Command radius for all characters, a couple more Heroes to keep the army moving are an absolute necessity.

Tom and I decided that the bulk of my army would take the big hill on the left, forming an impenetrable wall of fur. A smaller brigade of Rat Ogres and the monks would guard the centre.

THE HORDES OF CHAOS AND THEIR SKAVEN ALLIES

General	125pts
Sorcerer	90pts
CHAOS 1	
2 Units of Chaos Knights	400pts
1 Units of Chaos Chariots	95pts
CHAOS 2	
2 Units of Marauder Horsemen	180pts
1 Units of Chaos Chariots	95pts
1 Unit of Hounds	30pts
CHAOS INFANTRY	
2 Units Chaos Warriors	300pts
2 Units of Marauders	120pts
HARPIES	
1 Unit of Harpies	65pts
GS	
Grey Seer (Orb of Majesty) +Screaming Bell	280pts
Hero (Sword of Might)	80pts
Hero	70pts
Warlock	30pts
SKAVEN 1	
4 Units of Clanrats	160pts
1 Unit of Jezzails	80pts
2 Warp-Lightning Cannons	100pts
1 Unit of Rat Ogres	110pts
1 Doom Wheel	150pts
4 Rat Swarms	100pts
SKAVEN 2	
1 Unit of Plague Monks	70pts
2 Units of Rat Ogres	220pts
2 Rat Swarms	50pts

Total: 3,000pts



The Horde of the Kurgan gathers.



CHAOS DEPLOYMENT

Tom Webster-Deakin: We had a large hill on our left flank. Much as I'd have liked to have claimed that for myself, it looked the ideal defensive position for a large Skaven brigade, packed with Jezzails and Warp-Lightning Cannon. The Empire forces would find it nigh impossible to break through that kind of defence. So that left me to hold the right flank. There was a wood in my deployment zone, and, with defence in mind, that was where I deployed my infantry. I flanked them with my light cavalry brigade, which consisted of two units of mounted Marauders, the Chaos Hounds and one Chariot unit on the right of the line. That left a heavy cavalry brigade, made up of two units of Knights, and the remaining Chariots to hold the centre. My furry allies also provided a strong brigade made up of hard-hitting Rat Ogres and Plague Monks to further bolster the centre. This left us with an impregnable left flank and a centre that the enemy would think twice before going head to head with. My only real concern was

our right flank, but I was confident that my light cavalry backed up with the infantry were more than a match for the Empire troops.

The scenario required one of the defending armies to be unreliable and to run away if their allies were reduced to their Break point. We toyed with the idea of bluffing our opponents and making the Chaos army the unreliable ones, but in the end Tom and I agreed that it only made sense for the notoriously craven Skaven to take the unreliable role whilst my stout Chaos horde stood firm.

Looking up the table from our deployment zone I was reminded of why Warmaster is one of my favourite games. Dominating the centre of the battlefield were two huge brigades of Imperial cavalry, containing a total of 24 stands, each of four cavalry models. When playing Warhammer, a unit of 12 cavalry is described as big – what we were facing was a truly awesome sight to behold!

EMPIRE DEPLOYMENT

Andy: The scenario called for the evil force to set up first. Having seen the Skaven take up a position to the right flank we immediately saw that their plan would be to seize the high ground and then sit as a threat to our flank.

If we wanted to push the Skaven off the hill it would quite literally be an uphill struggle as we would forgo the normal +1 Attack bonus for charging enemy in the open and, for the first round, they would count as defended meaning that we would need to roll 5+ to hit them in combat.

The Chaos forces deployed on our left were far less numerous, did not have a nearby hill to capture, were spread out and only had minimal characters. Thus we concluded it would be simpler to break through the thin Chaos line than try to force our way through Skaven.

With this in mind we set up all our cavalry towards the centre of our line as their speed should allow them to relocate and mask our plan. We would advance centrally at first before making a break for the weakest points in the line. The infantry were set up to plug any gaps that appeared in our forces with Gareth's brigades given the right flank to hold up the Skaven.

With 150cms to cover in six turns we really needed to get a move on. To Middenheim!

EMPIRE TURN ONE

Andy: Gareth got the first roll of the game. He ordered the infantry brigade on the far right onto the hill in front of them with an order from his Hero. The same Hero ordered the next infantry brigade forward to support the first brigade. Gareth decided to try and give a second order to this brigade in order to push it a little further forward but failed his Command check.

The Skaven stare down from the hill at the long lines of Empire infantry and cavalry.



He then elected to move each of his cavalry brigades forward a single move. This brought his battle line forwards and ended his first Command phase with a cohesive set of movements.

My first turn was decidedly different. I tried to move my brigade of cavalry on the left flank but the Hero failed his Command check. Next I moved on to my General, confident in his ability to move my last brigades with his Command value of 9.

This confidence was, however, misplaced. I failed my Command check to move my cavalry. Having failed a command with my General the phase ended with my army sat firmly in my deployment zone. Not a good start considering the scenario!

Our Command phase ended with the characters moving into better positions from which to issue orders in turn two.

CHAOS TURN ONE

Tom Webster-Deakin: I couldn't complain about the Empire first turn. However, the first omens for us were not good. Tom's first order failed and the Rat Ogre brigade in the centre failed to move at all.

Fortunately the Grey Seer General was able to get the main Skaven brigade moving up and onto the hill, where they assumed a very defensive position. From here they could dominate the ground in front.

It was now my turn. I had originally planned not to move anything at all. Looking at the battlefield again, I realised that by pushing my infantry brigade forward into the woods in front of them I would control the last third of the battlefield, threatening the flanks of any cavalry advancing down towards our lines. Pushing those troops forward would also mean that enemy troops

entering the final portion of the field would find it more difficult to pass Command tests due to the presence of enemy troops.

First things first. I used the flyers free Home Back move to pull my Screamer's back towards the General. My Sorcerer then tried to push the far right brigade forward slightly, but failed to pass his Command check.

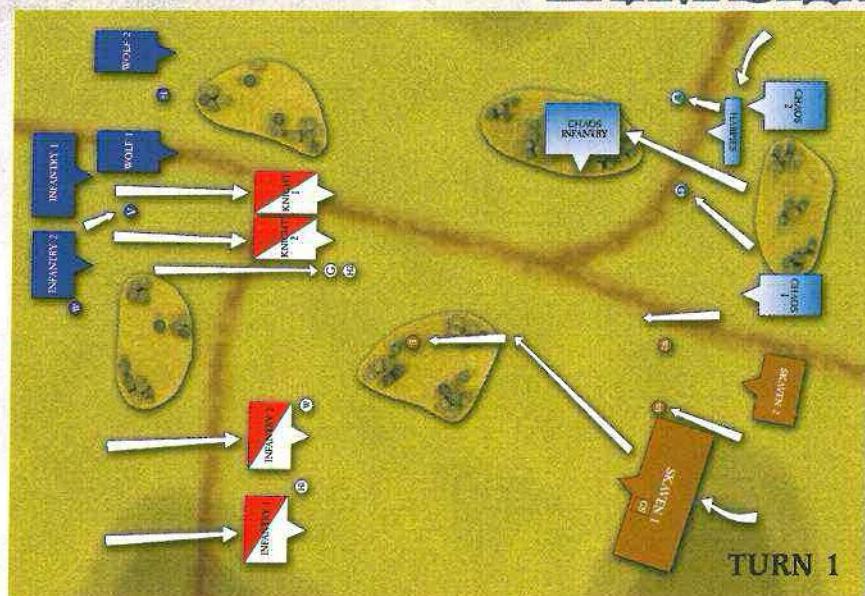
The General was more successful and ordered the infantry brigade forward despite the -1 penalty for being in woods. With a second command he then redeployed the infantry into the woods with a tough unit of Warriors facing out of either side. Finally, the General tried to order the Screamer's forward but the power of Tzeentch deserted him and they refused to move.

In the Magic phase the Skaven sorcerer used *Skitterleap* to move forward into the woods, however he was unable to cast *Warp Lightning* on the Empire Knights.

EMPIRE TURN TWO

Andy: We decided that I would start with the commands this turn to try and bring our armies back into a cohesive front. We did not want to get strung out early in the game as our limited number of characters would have trouble commanding the brigades at long range, as there is a -1 Command check penalty for every 20cm between a character and the target of the order.

Starting on the left flank, my Hero ordered the left brigade of cavalry to move. But as in turn one he failed his Command check and the brigade remained where it had been deployed.



Sure that my luck would kick in at some point! I ordered my smaller infantry brigade forward using my wizard and his measly Command value of 7. Surprisingly he convinced this brigade to advance.

I then used my General to move my large infantry brigade in the centre forwards towards the wood. Unfortunately, he failed to give them a second order and my whole battle line stalled again!

Gareth put in a better performance, starting with his infantry brigade on our right flank moving down from the hill and advancing towards the Skaven on the hill opposite them.

In support he moved his other brigade of infantry forwards. He then attempted a second order to get them to move into the woods and into contact with the Warlock. Since the Warlock was over 30cm away from his units this would have seen him killed outright. Sadly it was not to be as Gareth failed his Command check.

Gareth's final orders of the turn were issued by his General to his two brigades of Knights. The first brigade on the right moved forward but the second brigade failed to follow their orders and remained where they were.

Taking a more aggressive stance in our Shooting phase, Gareth's Wizard let rip with a *Ball of Flame* into the Chaos infantry brigade hiding in the woods. Using his Wand of Power to gain +1 to his Casting roll, what followed was possibly the single most devastating piece of magic ever seen on the Warmaster battlefield!



The *Ball of Flame* hit all four units in the brigade forcing the first unit of Chaos Warriors to become confused, pushing the first unit of Marauders back further into the wood, blasting the second unit of Chaos Warriors out of the wood, confusing them in the process and finally blasting the last unit of Marauders out of the wood, confusing them and reducing them to just two stands!

Grinning like a madman, Gareth passed the dice to TWD. We sat back to await the enemy response.

CHAOS TURN TWO

Tom Webster-Deakin: Ouch! Magic in Warmaster isn't supposed to be terribly effective, but it just cost me a stand of Marauders and blasted my centre almost to pieces.

Tom got his Skaven moving again by rearranging his brigade on the hill into a more defensive formation and moving a unit of Rat Swarms out in front of the brigade as a screen. Meanwhile, the other Skaven brigade moved forward slightly and reformed, ready to receive a charge.

With the dice passed to me I first homed the Screammers back to the General and then set my Sorcerer to work at regrouping my surviving infantry. After repositioning the Chaos Warriors he failed to get the Marauders in the woods back into position and so I moved onto my General.

Firstly, I pushed the Screammers forward to where they could threaten Andy's advance (if he ever got it started) and then tried to get the damaged Marauder

unit back to the safety of the woods. But they were clearly rattled by the fireball experience (as I was, too!) and failed to move.

Tom tried to cast *Warp Lightning* again with no success and my Sorcerer was similarly unsuccessful with an attempt at casting *Anger of the Gods*.

EMPIRE TURN THREE

Andy: With the enemy turn consisting mostly of them reshuffling their armies and making an aggressive move with their Screamers it became increasingly important to get our army to move across the table.

I started by trying to move the cavalry brigade on our left flank forward but once again I failed my Command check with my Hero and they failed to move from their position. Three turns sat exactly where they had deployed, three Command checks failed at Command value 8 and only three turns left to cover over 120cm! I was beginning to think the brigade would never move at all, much to the delight of TWD.

My General gave a series of orders to my cavalry brigade in the centre to move forward and plug the gap in our lines. This also countered the potential threat of the Screammers.

The infantry were falling behind the main advance and so I issued an order to move them forward in support. As you may expect, cavalry are much faster movers than infantry so I needed a second order to move the infantry up close behind. The General failed this order and my Command phase came to an end.

Taking a bold step, Gareth ordered an advance down the right flank. A sequence of orders from his Hero caused the infantry to push the Clan Moulder Warlord back into the Rat Ogres. Sadly, they failed to charge the Giant Rats at the bottom of the hill.

The second Hero issued a series of orders to the remaining infantry brigade to advance them into the gap in the centre before the General issued the order for the second cavalry brigade to advance, forming a formidable battle line across the table.

Our Shooting phase was decidedly uneventful when compared to last turn, with Gareth failing to cast *Ball of Flame* on the Chaos Warriors in the woods and his Crossbowmen failing to do enough to hurt the Giant Rats at the base of the hill. Thanks to their special rules the Rats were not driven back by shooting either!

CHAOS TURN THREE

Tom Webster-Deakin: The Skaven started with a flurry of failed orders. Both Heroes couldn't get the Rat Swarms nearest them to move. The General was more successful and shuffled the brigade on the hill before moving the Doom Wheel forward to threaten the Flagellants on the left. A second order, intended to crash the mighty Skaven engine into the rag-clad humans, merely left the Doom Wheel stranded in the open.

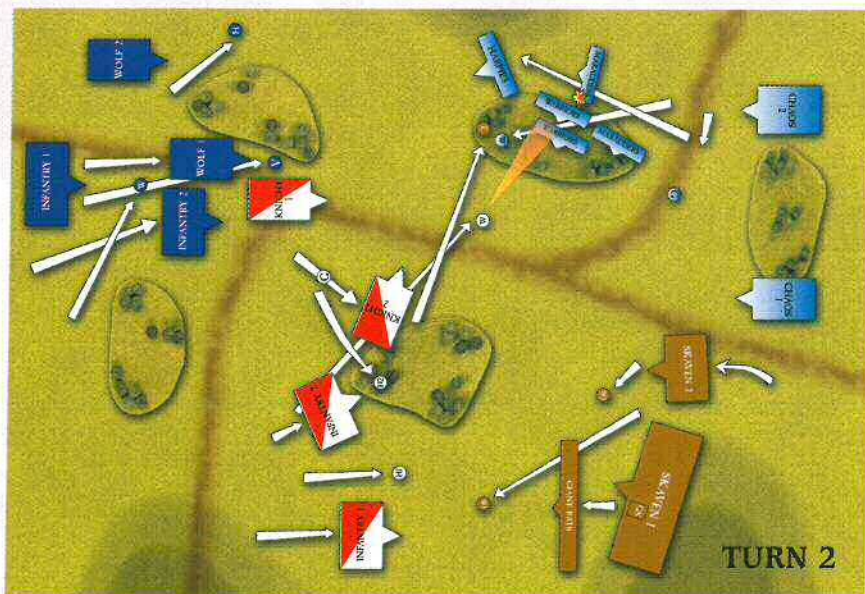
Once more the Chaos turn began with the Screammers homing back before the Sorcerer failed to move the stranded Marauders back into the wood. Again!

The General ordered the Screammers well to the fore to land behind the advancing Knights, and then ordered the central heavy cavalry brigade to reform into a line to better threaten the advancing enemy. Flushed with success, he continued with an order to move the Marauders in the woods to enforce their warrior brethren. A failed attempt to move the far right cavalry brigade ended the turn for the forces of evil.

EMPIRE TURN FOUR

Andy: Gareth charged his Flagellants and Halberdiers into the Giant Rats at the base of the hill using their Initiative. This allows them to make a charge without receiving an order but they must charge the closest enemy unit.

My Wizard moved the infantry brigade and then issued a second order to charge the pesky Screammers with a single unit of Halberdiers. Amused by



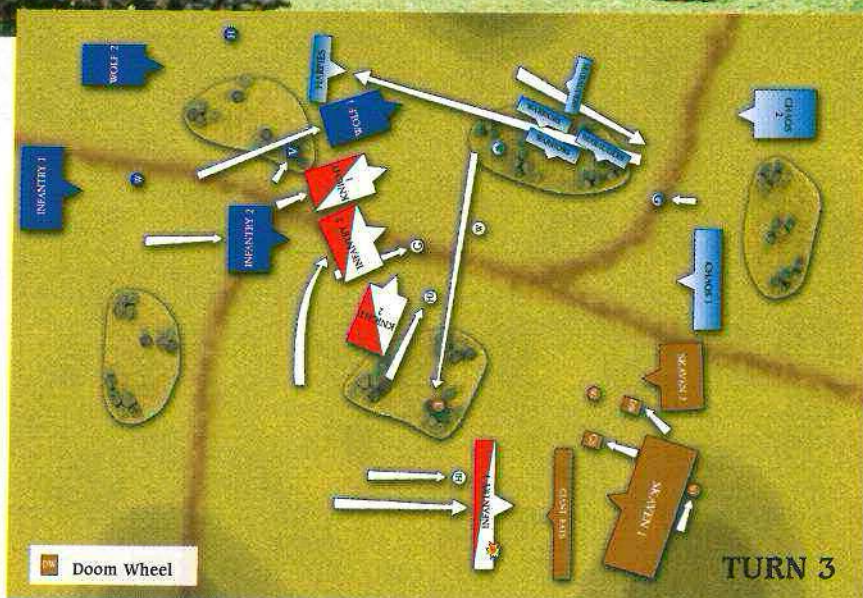
As the first brigade of Empire infantry approach, the Skaven send forth a Rat swarm to block the inevitable charge.



the efficacy of this manoeuvre, he issued an order to the other infantry brigade to advance behind our battle line. The Wizard was displaying a much greater ability to command than my rather indecisive Hero!

My Hero finally managed to get the cavalry brigade on the left flank to advance but could not convince them to charge the Screamer.

The General moved a unit of Knights out of my central brigade to the hill on the far left of the battlefield to draw the Chaos Warriors out from the safety of the wood. Finally the infantry were ordered forward to lend support to Gareth's army.



Gareth used his Hero to issue an order for the cavalry brigade to charge towards the Skaven line. The Knights crashed into the Plague Monks in the Skaven central brigade whilst the Pistoliers broke off to charge the Doom Wheel. A Doom Wheel on the charge is a formidable threat, but if you get the drop on one it is in really big trouble, and I hoped to destroy the thing with little effort.

The second brigade of cavalry moved into the gap vacated by the first brigade. The infantry were then brought up to threaten the Chaos infantry lurking in the wood.

In the Shooting phase I cast *Weird Enchantment* on the Chaos Warriors in the wood in order to slow them down should they advance to take on my Knights. Gareth failed to cast *Ball of Flame*, which was rapidly becoming his favourite spell, on the Chaos Knights in the centre.

The central infantry brigade again opened fire on the Chaos Warriors hiding in the wood, managing to drive them back and succeeding in confusing them in the process.

The first Combat phase began with the fight between the Screamer and the Halberdiers. The Halberdiers won the combat, driving the flyers back but as Flyers are too swift for infantry to pursue, the combat came to a swift end.

We then moved on to the Pistoliers. Since they had charged the Doom Wheel in the flank they made short work of the zany Skaven machine. Their headstrong nature got the better of them and they chose to advance into the Rat Ogres in the centre of the Skaven line.

This was a huge mistake. The Rat Ogres crushed the Pistoliers and swept into the flank of the Knights. The Knights

fought well, taking down several stands of foul Skaven but were overwhelmed. The victorious Skaven then consolidated to surround the remaining stands of the lone Knight unit.

The Flagellants easily destroyed the Giant Rats and, being Flagellants, were forced to advance up into the Jezzails on the hilltop. Stand and shoot fire from the Jezzails, coupled with their defended position, meant the Flagellants were easily repulsed.

Finally the Halberdiers wiped out the Rats and consolidated back into the brigade at the base of the hill.

CHAOS TURN FOUR

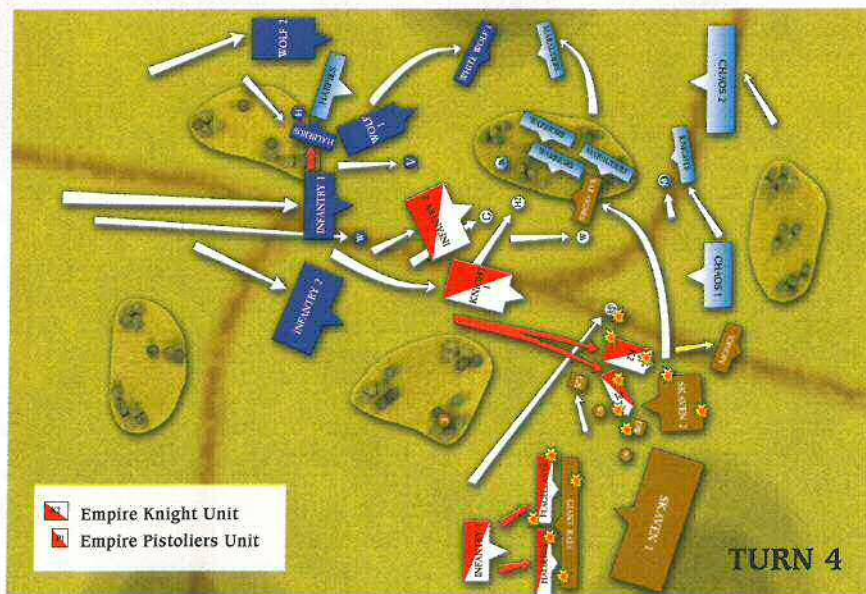
Tom Webster-Deakin: Blood had at last been shed and the Rat Ogres in particular had showed their martial prowess. I have to confess, whilst writing this up, I noticed that we allowed the Rat Ogres to advance into a

Empire Knights and Pistoliers charge forward into the smaller Skaven brigade on the right.

Meanwhile, I regrouped the Marauders in the wood using my Sorcerer and then moved the damaged Marauder unit onto the hill, hoping to at least prevent Andy getting his +1 Charging

The Combat phase was once again bloody, with the Rats and Flagellants wiping each other out (in Warmaster you get to fight back even if you are destroyed!). In the centre the Rats inevitably crushed the Knights with the Rat Ogres using their reform move to push towards the woods in the centre from where they could threaten Gareth's flanks and start to make his Command checks more difficult. In typical vermin fashion the Plague Monks (who now only had a single forlorn stand remaining) moved as far away from the fighting as possible and finished facing our table edge so they wouldn't be forced to follow their

In the Shooting phase I cast *Weird Enchantment* on the Chaos Knights so that they would treat my Knights as *terrifying*. This reduces the Attacks of each stand by -1 and would help tip the balance of the combat in my favour.



Gareth failed to cast *Ball of Flame* on the Rat Ogres. The infantry units close to the right hand wood let fly, the bolts of the Crossbowmen managing to confuse one unit of Chaos Warriors and drive the Marauders back a little.

Combat for this turn was swift and brutal. The Knights easily destroyed the Marauders on the hill and consolidated to the base of the hill, ready to make a break for the enemy table edge. If only my gambit against the Chaos Knights had succeeded!

Even with a slight advantage in the combat with the Chaos Knights I was really taking a gamble. The dice gods were not with me. Despite causing some heavy casualties, removing two stands of the Chaos Knights, I was unable to press victory and the Chaos Knights consolidated around the rear of my second unit of Knights. The gamble had failed spectacularly.

CHAOS TURN FIVE

Tom Webster-Deakin: It looked like we had nullified the threat from Gareth on our left and centre, but Andy was at last starting to make progress on the right flank. Time to strike back!

Using Initiative I charged my Marauder cavalry and Chariots into Andy's exposed Knights and, after some deliberation, threw my mauled Chaos Knight unit into the rear of the combat too. The Chaos Warriors also finally left the comfort of the wood and charged the Empire Knight unit standing on the hill. The battle was now raging.

On the furry side of the table the Rat Ogres brigaded together, but then refused to move any further and the Plague Monks failed to continue their move to safety.

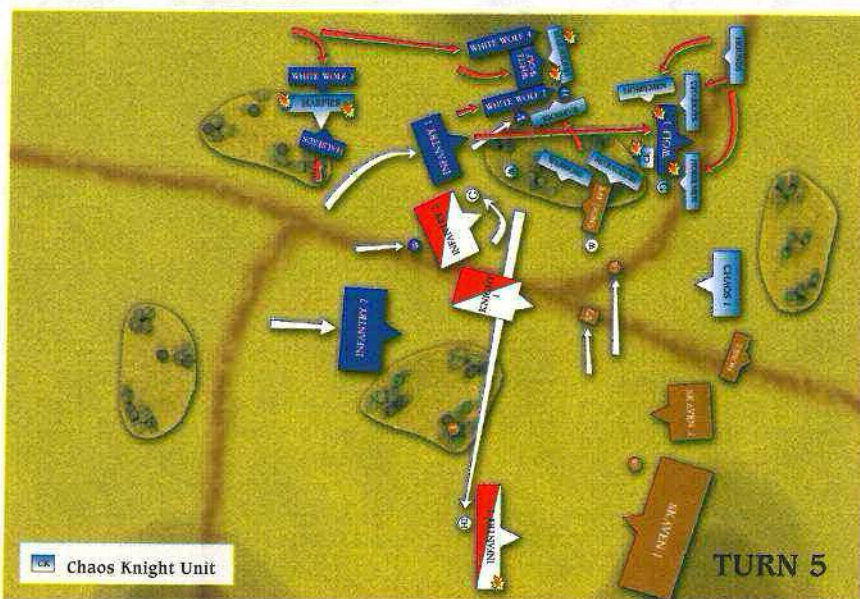
The Tzeentch Sorcerer moved the Marauders in the wood to a better defensive position but the General failed his attempt to get the Chaos Hounds out of the way of the onrushing Empire troops.

In the woods the Sorcerer finally summoned up the *Anger of the Gods*, meaning that all enemy troops within 30cm were at -1 for all Command checks. Coupled with the proximity of our forces and the careful positioning of the Screaming Bell, this meant that most of Gareth's troops and a significant part of Andy's army were rolling for command with a -3 or -2 modifier before they had even moved. That ought to make it tricky for them to get off the board!

Shooting from the hill resulted in Gareth's beleaguered infantry taking more casualties and ending up confused again.

Very satisfied, I moved onto the Combat phase where my charging cavalry made short work of the exposed Empire Knights, whilst my Warriors pushed the Knights back up the hill before consolidating back into the woods.

So now, unless Andy got very lucky, it looked to me like we had 1,000 Victory Points in the bag, as none of the Empire troops were likely to leave the board before the game ended.



EMPIRE TURN SIX

Andy: The final turn and we were going to have to make some drastic moves in order to get a unit off the enemy table edge. The *Anger of the Gods* spell combined with the Skaven Screaming Bell meant we were suffering some real hefty Command check penalties! Still desperate times call for desperate measures.

Leading the way, my Crossbowmen from my infantry brigade charged into the flank of the Chaos Warriors. Despite the flank charge the Warriors ought to win the combat but I was itching to get to grips with the unit that had caused me so many problems. Its proximity to my troops was one source of those tough Command check penalties, so it had to be destroyed!

Gareth's final turn was hampered by the combined effects of the *Anger of the Gods*, the Skaven Screaming Bell and the proximity of enemy troops. His Command checks were all made with at least a -2 modifier, and once even

reached -3. This was really beginning to frustrate Gareth as first his Hero and then his General failed their Command checks, rooting his army in place.

My Wizard and my Hero suffered similar fates, failing to order my infantry and Knights respectively. With only a single character left to issue orders things became desperate!

The General ordered two units of Knights to move aggressively toward the Chaos Hounds which had been left as a last line of defence by the Chaos blockade. With a resounding cry, and a roll of a 1 and a 2 on the Command

check, the Knights were sent crashing into the Hounds. Spurred on by his success the General moved more Knights up the left flank in the hope of sending more into the fray. Sadly the second order to them failed.

During the Shooting phase our Wizards joined forces to cast two *Ball of Flame* spells at the remaining stand of Plague Monks in the hope of wiping the unit out. Both Wizards failed. The Crossbowmen in Gareth's central infantry brigade opened fire on the Rat Ogres directly to their front and drove them back but failed to confuse them. Meanwhile, the combat in the woods resulted in a draw. I consolidated my Crossbowmen onto the hill so as to take up a defended position and TWD's Chaos Warriors finally emerged from the woods, consolidating into a position to Initiative charge the flank of my Knights.

The most decisive moment of the battle now took place as the Knights White Wolf drove headlong across the table



into the Chaos Hounds. Outclassed and outnumbered, the Hounds were driven back and destroyed. All I needed to roll for my consolidation was a 12 and I would have been able to move off the table to reinforce the beleaguered city of Middenheim. Picking up my three dice and giving them a good shake for luck I rolled a 9. This put them just 3cm short of escape and possible victory for the Empire!

CHAOS TURN SIX

Tom Webster-Deakin: Blimey, that was close! Safe by a mere three centimetres. On reflection leaving the feeble Hounds as my last line of defence was asking for trouble and nearly cost us the game.

Now, confident of victory and with only vengeance on our minds, we went looking for some easy kills to tip the victory even more heavily in our favour. My Warriors used Initiative to charge the Knights on the hill, hoping to get lucky and kill another stand.

On the left Tom recklessly charged the Rat Ogres into Gareth's infantry. I suddenly became very nervous about

his onrushing Break point, but he wanted the Empire dead, and assured me that the Rat Ogres would not die. He saw sense with the Plague Monks and moved them further out of range.

My cavalry and chariots, which had done nothing in the battle, circled back around the woods, hoping to catch Andy's escaping cavalry and deny him even the satisfaction of getting to our side of the table. Not even a sniff of victory would be his! Unfortunately I wasn't able to pass the second order that would have spelled their doom.

The Magic phase was uneventful as both mages attempt to increase the prowess of our troops, but both failed.

The final bloodletting saw the Rat Ogres wipe out Gareth's infantry whilst my Warriors failed to kill the Knights.

It was over. The evil alliance had prevented the much needed relief force from progressing to Middenheim.

RESULT: CHAOS WINS!

SPELLS AND BELLS

Tom Webster-Deakin: That was actually closer than it looked. If Andy had just got a few more centimetres with his last move we'd have lost our 1,000-point bonus. I think we'd still have scraped a victory with the final senseless slaughter of Gareth's infantry but it wouldn't have been so one-sided.

For our side the plan worked pretty well. The huge brigade occupying the hill was a rock on which Gareth's infantry broke and our hard-hitting centre mopped up Gareth's piecemeal attacks. The right flank just about held out, but could probably have benefited from being strengthened by my largely redundant heavy cavalry brigade. So the real stars of the show were the infantry occupying the woods. They proved a constant threat to the flanks of the Empire troops, but more importantly slowed down the advance by their debilitating effects on the Empire Command checks. Warmaster is all about command and movement and if you restrict the enemy's ability to move their troops you gain a huge advantage. If I was fighting the battle again, I probably wouldn't take exactly this army, I'd aim for more infantry deployed in depth to make it really tough to break through. Attempting to counterpunch a breakthrough isn't always easy and relies on a lot of luck. Which, happily, we had on our side.

Looking at the other side of the table I think Andy and Gareth were far too cautious. To win this game the Empire needed to get troops off the table. Although they had some very bad dice rolls on the first couple of turns both Andy and Gareth failed to really push home their attacks, preferring instead to keep their troops together in a coherent line. Whilst that is good practice in a normal game of Warmaster the special scenario meant they really needed to keep rolling the cavalry forward and leave the footsloggers to try to catch up.

While the melee continues behind them, some of the Empire Knights break through, pursued by their Chaos counterparts.



All in all this was a great game and an interesting scenario (thanks to Warmaster guru Matt Keefe for that). I'm intending to continue my grudge match against Andy, and we're already planning a battle based on my army pursuing the remnants of his army as the Storm of Chaos continues to rage!

Tom Gilbert: That worked well. The great thing about Skaven is their ability to brigade any amount of units together, meaning the huge chunk of my army on the left could be moved by one Hero, freeing up my Grey Seer. Never underestimate the effectiveness of a Grey Seer sat on a huge bell in the middle of the battlefield, especially when combined with the *Anger of the Gods* spell from the Chaos chaps and a well-rooted unit sat close enough to further disrupt the enemy's chain of command. This meant that for several turns Gareth was at a terrible -3 to his Command rolls!

In the end, though, the greatest enemy of the Empire players was themselves. Andy's inability to roll Command checks at the start meant that they spent far too long reorganising themselves. This gave Tom and myself an easy life waiting for them and watching those turns tick away. This combined with our ability to deny Gareth his high Command values in the middle of the board through the judicious use of spells and bells meant Tom and I really did have all the time in the world.

If we played again, I think I'd be a little more aggressive. With the cannons confusing the enemy infantry on that side I could have sent in the Doom Wheel and the Rat Ogres and come in behind the Empire trapping them between rats and a hard place.

MIDDENHEIM UNRELIEVED

Andy Holmes: I don't think I have ever participated in a game with such extremes of luck. Gareth's use of the *Ball of Flame* spell in turn two was the most explosive and devastating use of magic I have seen in a game of Warmaster. It was a shame we were not in a position to capitalise on it.

The crunch point in the battle was the combat with the Pistoliers against the Doom Wheel in turn four. Had we consolidated instead of advancing into the Rat Ogres they would never have become involved in that Combat phase. This would have allowed the Knights to punch through the Plague Monks and could have opened up a big hole in the Skaven line for us to drive through.



It's victory to Chaos as the relief force fails to reach Middenheim.

That said, the intelligent use of the combined effects of the Screaming Bell in its roaming battlefield role, the spell *Anger of the Gods*, and Chaos Infantry hiding in the woods were crucial in halting our advance, putting us at a huge disadvantage. Our own inability to make unmodified Command checks even at the beginning of the battle did not help, so we were always slow in our advance. With commanders like that, no wonder these soldiers were not on the front line to start with! It was only some late game lucky rolls that enabled my Knights to race up the left flank and almost snatch victory that saved face for the Empire.

Were I to play this game again I would take a second Hero and include more cavalry and less infantry. The lack of infantry would mean that I would not have been able to flush the Chaos infantry out of the woods, but I would have been able to move further with each successful Command check, thus giving me better odds of actually moving off the table, even with such diabolical dice rolls.

Ah well, I claim a moral victory due to us getting so close despite our appalling luck. It did not help that my army hardly moved for three whole turns and then during the last two Gareth stalled and hardly moved until the end of the game. Never mind, I'll get you next time, you pesky Tom(s)...

Gareth Taylor: That was a great game but incredibly frustrating. Lead elements of my army did manage to reach the enemy and inflicted heavy casualties on their line. In terms of the points cost of troops killed the casualties were about even, so if it were

a straightforward battle it would have ended in a draw or a minor defeat. Unfortunately we failed to get any troops off the opposing table edge and the bonus 1,000 Victory Point bonus for the enemy well and truly lost the battle for our allied Empire army. Andy did a fantastic job, with some spectacular manoeuvring allowing him to get a force of his cavalry within a mere three centimetres of the opposing side of the board in the last dramatic turn but alas, it was not to be.

At first my army was advancing in good order and all seemed to be going well. However, Andy's dice were not feeling cooperative and his army refused to move. After that it just got worse. We ended up unable to retreat or advance. The whole centre of the board was covered with huge Leadership penalties. For more than half the game I was pinned down by -2 and -3. At one point the penalty to give even one order reached -4! With the enemy having placed themselves just out of our troops' Initiative range there was very little to be done other than hope my General could get things moving. Unfortunately this was something he made a complete pig's ear of.

At least one part of my army did its job. 300 points of infantry on my far left managed to keep two thirds of the Skaven army busy for the whole battle, not much perhaps, but very entertaining. It was also great fun to watch Andy's army tear up the left flank of the board. He was so close to snatching a victory but it was not to be. Never mind. Next time I'll come armed with all the firepower I can muster, then we shall see who is the true master of war!



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THE IMPERIAL SCHOOL OF ENGINEERS

by *Graham McNeill*

Renowned scribe Graham McNeill documents the radical advances that the Imperial School of Engineers has made over the years, along with some of its less successful ventures in its quest for engineering enlightenment.

The engineers of the Empire are known amongst the peoples of the Old World as forward thinking, technologically advanced men of learning and progress. They are also known as eccentric (some would say mad) geniuses, forever risking their lives with preposterous, unfeasible, insane and downright dangerous inventions.

Gathered together at the Imperial School of Engineers in Altdorf they pursue their obsessions with a reckless disregard for their own personal safety. Though much of what the Engineers school produces is largely theoretical, they do occasionally come up with some of the most incredibly dangerous machines of war ever devised. Dangerous to whom is often a matter of concern for the soldiers of the Empire armies they accompany, but when their inventions do work, they are spectacular.

THE MAD TILEAN

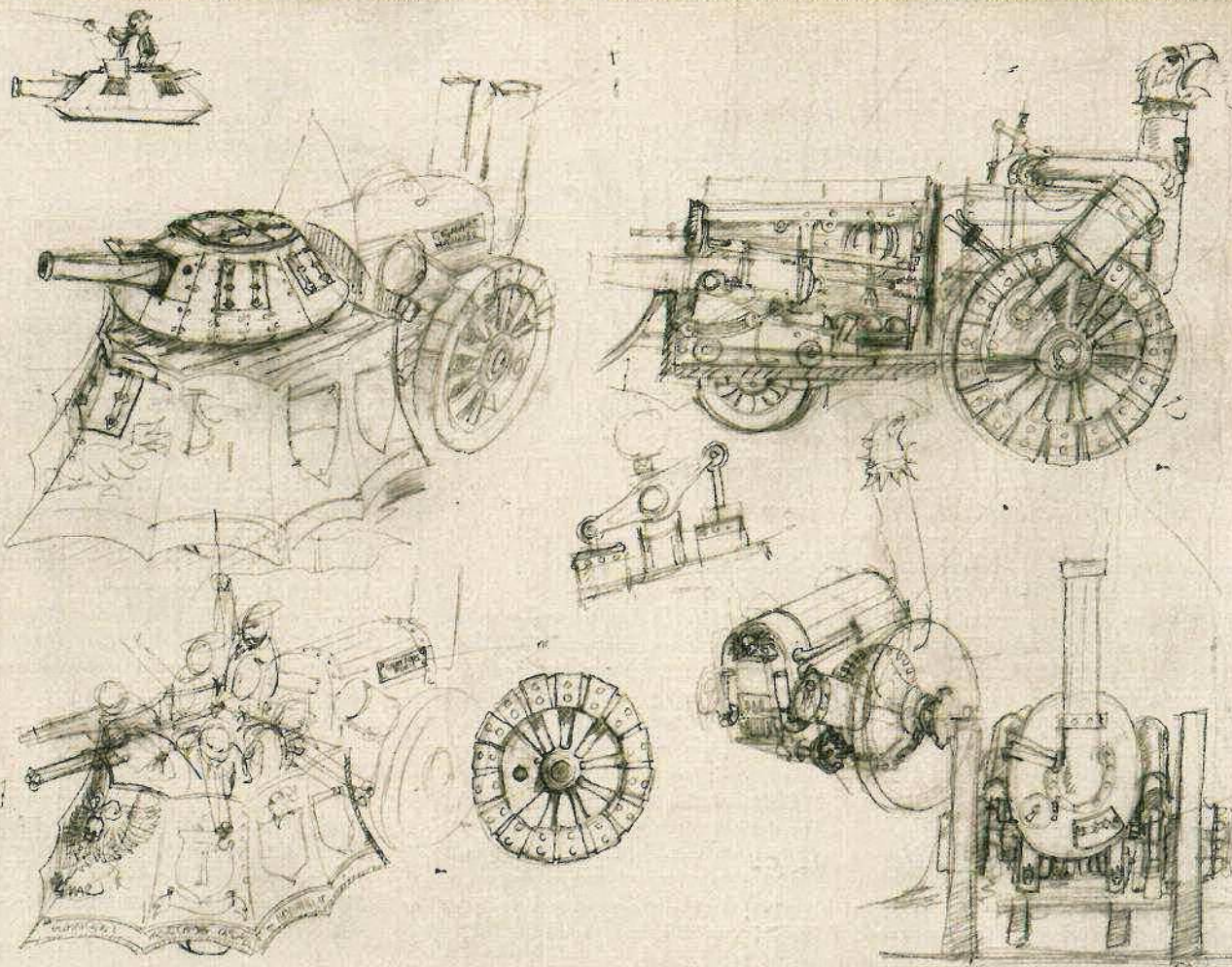
Founded over 500 years ago in 1212, the Stephan Franz School of Engineering Excellence, as it was known then, was the brainchild of Leonardo of Miragliano, a mad genius from the fractious land of Tilea. Coming from humble and obscure origins in the winding streets of Miragliano, Leonardo was an apprentice to that city's prince and was engaged in the works to rebuild the city when he came to the attention of Prince Cosimo himself, who, recognising the young man's talent, immediately placed him in charge of the entire project! After completely rebuilding the city in new and impregnable ways, Leonardo became court inventor to Cosimo, and it did not take long for news of his genius to spread to the other princes of Tilea. Eventually, Leonardo's travels took him to the Empire, a land riven with discord and war – notably due to the Vampire Count Vlad von Carstein.

The Empire as a nation had effectively ceased to exist at this point, with several of the crown princes of the various provinces declaring themselves Emperor, though none had the strength of arms to claim the position outright. With the Vampire Wars raging, Leonardo of Miragliano was employed by the Reik Prince Stephan Franz of Altdorf to found an Engineering School to bolster his attempts to gain the Imperial Throne and stave off the legions of Undead that plagued his lands. Leonardo presided over this establishment and created



LEONARDO OF MIRAGLIANO

Leonardo designed an enormous number of strange and potentially very effective war machines in his illustrious career. Many of these are doodles on scraps of parchment or on the back of maps or military messages that Leonardo made to while away the time in camp when on campaign. He would give these doodles to the various mercenary princes he served on the off chance that they would actually ask him to make the machine so he could try it out. Usually his patrons were too busy with waging war and just stashed the plans for use later on, though most never went beyond the purely theoretical. One of Leonardo's favourite hobbies, and intellectual exercises, was to design leaning towers. He would set himself the problem of designing a tower that would stay up despite the most exaggerated angle of inclination. Soon princes of Tilea were in rivalry with each other to acquire Leonardo's latest design for the most outrageous and gravity defying tower!



THE STEAM TANK

The infamous Steam Tank is one of the most widely-known inventions of Leonardo of Miragliano, an inspired design that has never since been recreated. It is said that Leonardo was astounded and fascinated when he witnessed one of the creations of the Dwarfs, an ocean going steam vessel made of solid metal.

He filled countless sketchbooks with intricate drawings and writings that revolved around the arcane machine, and his thoughts on how he could recreate such a wonder.

His early attempts were disastrous affairs. On his second attempted launch of the aptly named steam-powered boat 'Anchor of Solidity', he barely escaped with his life as it sank beneath the sea within seconds, steam hissing and spitting violently.

The half-drowned Leonardo lost none of his ambition or passion, however, though he transferred his ideas onto land. Thus the Steam Tank was born, for he took the basic designs for his

ironclad steamship and modified them to make his famed steam powered land-ship.

The Steam Tank is a monstrous armoured creation, belching smoke as it powers towards the enemy, cannon-fire echoing from within its thick, steel hull. The advance of this near unstoppable behemoth is terrifying to behold, as arrows ricochet harmlessly from its armoured sides and weapons barely scratch its surface as it crushes its enemies beneath its armoured bulk.

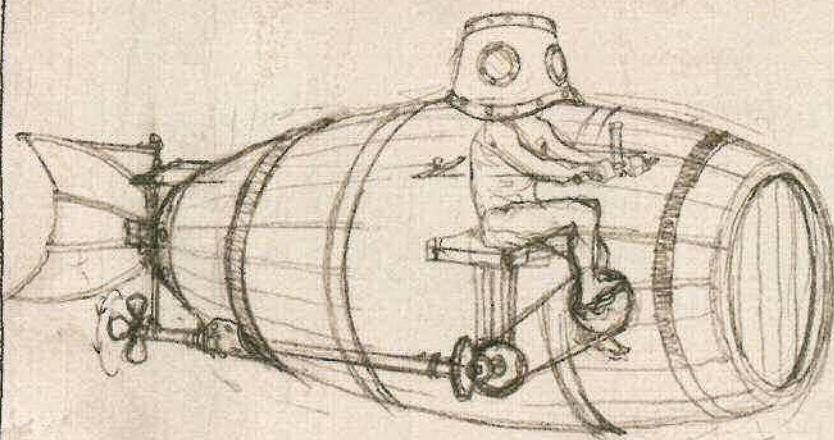
A large pressurised boiler that syphons super-heated steam through a series of pipes and pistons powers the Steam Tank. In Leonardo's first Steam Tanks, the Engineer had to gauge how much pressure had built within the boiler by the intensity of the whistling sounds and the amount of steam that escaped from imperfectly sealed piping around the boiler. The 12 original Steam Tanks built by Leonardo, of which eight still survive in some form or other, suffered frequent mishaps and malfunctions, and the great inventor himself was almost always seen sporting bandages

covering various scalds and burns. In recent times, the Imperial Engineers of Altdorf have devised a series of gauges and whistles that show the pressure within the boiler, although they are still somewhat inaccurate, and much relies on the experience and instinct of the individual Engineer Commander.

The eight remaining Steam Tanks have all been severely damaged at different points in time, but the basic chassis of a Steam Tank is extremely durable. Each of them has been recovered and rebuilt, often numerous times. Every time a Steam Tank is rebuilt, the Engineers seek to improve on the original design.

The Masters of the Imperial School of Engineers constantly design new experimental weapons systems with which to outfit the remaining Steam Tanks, many of which are, often wisely, never put into practice.

Though it has been attempted countless times, no Engineer has thus far succeeded in recreating a Steam Tank from scratch.



VON BRUNEL'S MAGNIFICENT SUB-HYDRO VELOCIPATOR OF PROVEN DURABILITY

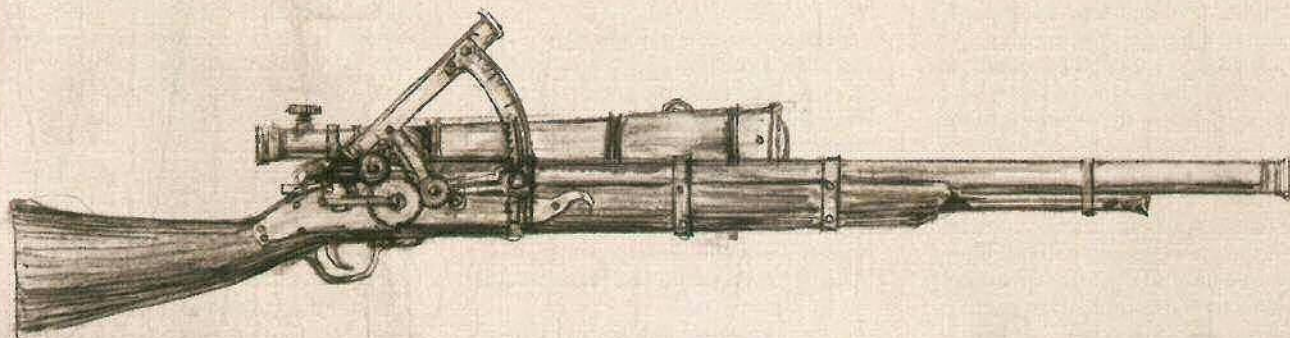
After floating adrift for several days in a barrel after an unfortunate incident involving a mistimed pigeon bomb fuse and an angry ship's captain, Engineer von Brunel wondered if there might not be some mileage in developing such a humble conveyance into something more ingenious. After much persistence, Brunel was able to convince the Prince of Altdorf that he could develop a system whereby a man could travel beneath the waves in such a device and, if equipped with a drill, punch holes in the hulls of enemy

ships. Working in conjunction with the city's finest coopers, Brunel fashioned an undersea Velocipator that could travel for nearly a hundred yards before the breathless pilot was forced to surface. A system of pipes and tubes was introduced to allow the pilot to breathe, but further attempts to perfect the device were abandoned after Brunel himself piloted the Velocipator and it flooded, the wood having warped after such continued immersion, and sent him to the bottom of the Reik.

many new war machines while he was there, most notable of all being the dreaded Imperial Steam Tanks. Twelve of these armoured behemoths were created, though only eight now survive, maintained and developed by the engineers still.

This institution attracted many young, forward thinking individuals, eager to develop new and exciting technologies. Over the years, the Engineer School grew larger, even attracting renegade Dwarf engineers cast out of their halls for dangerous ideas, such as trying to 'improve' on tried and tested Dwarf technology. Leonardo eventually vanished without trace and there are many fantastical tales surrounding his disappearance, including that a rival of the Prince of Altdorf had him murdered, that he had departed on one of his insane undersea/heavier than air machines, or even that he had blown himself up in an ill-advised attempt to perfect the infamous Herstel-Wenckler Pigeon Bomb and mistakenly used a homing pigeon.

Whatever happened to Leonardo, his sketchbooks were lost with him and have become much sought after. Many of the devices he sketched in them cannot yet be made with the technology available in the Old World, but even so, such plans change hands for vast amounts of gold and are eagerly sought by mercenary princes.

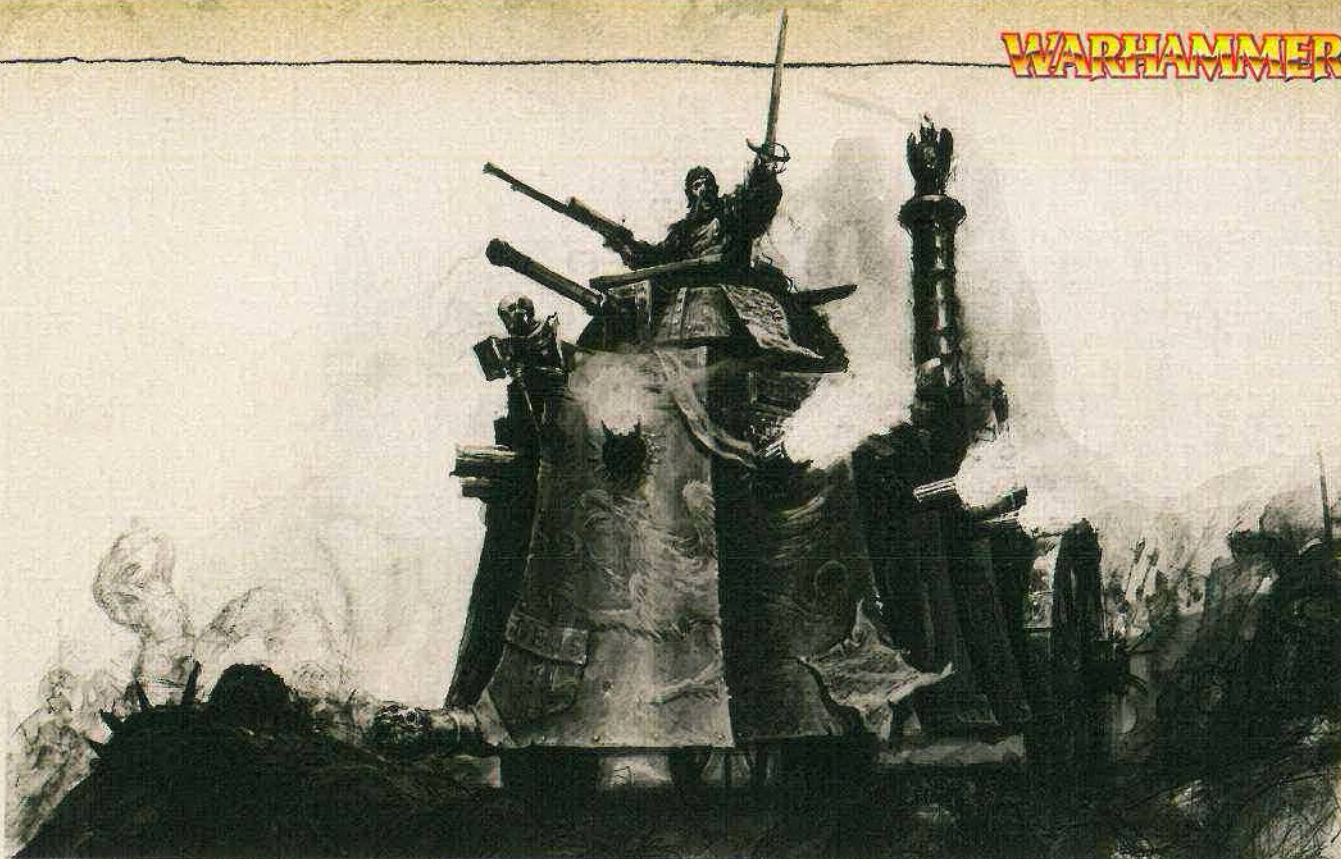


LEON TODMEISTER'S FANTABULOUSLY FAR-REACHING HARQUEBUS OF UNFORESEEABLE AND UNPERCEIVED BEREAVEMENT

Developed by Leon Todmeister after witnessing how accurate the long rifle employed by the huntsmen of the province of Hochland could be, this intricate long musket is carried by some Engineers to prove they are more than mere scholars and they embrace the purpose for which the majority of their creations are developed. The

range of the 'improved' weapon is greater than a normal handgun thanks to a spiralling groove on the inside of the barrel, and a complex arrangement of lenses and sights that allow the shooter to pick out targets that would normally be too small to be shot at with any degree of accuracy. Todmeister himself claimed to be able to hollow

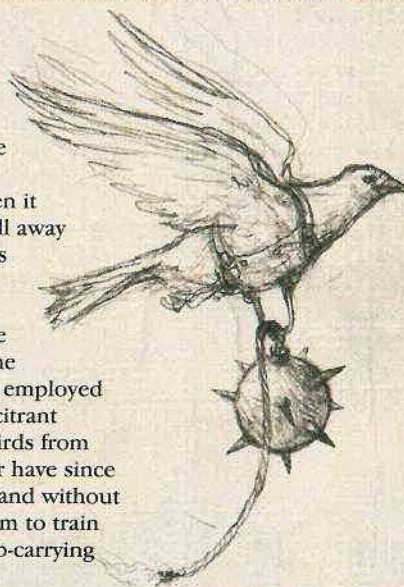
out a gold piece at a range of up to 400 yards, though tales abound of how his valet was said to carry a purse full of pre-holed coins. Regardless of Todmeister's skill with the rifle, in the hands of a skilled marksman the Hochland long rifle is a feared weapon, with no enemy safe from the lead bullet of an Empire sharpshooter.



HERSTEL-WENCKLER PIGEON BOMB

An idea devised by engineers Karl Herstel and Stefan Wenckler after watching a meeting of the Street of a Thousand Taverns' Pigeon Fanciers Hundred Leagues race. The engineers wondered if it might be possible to train a bird to deliver an explosive device into the heart of the enemy before returning safely. Initial experiments with this concept were unsuccessful, with the original bombs proving too heavy and the overloaded pigeons plummeting to the street before exploding. Some simply flew off and exploded in the air, while others, obeying their homing instincts returned the bomb to their unfortunate owners, resulting in several rooftop coops being blown sky-high. Eventually, a determined cadre of

pigeons were trained to fly away from the owner, and fitted with a bomb where the fuse was wrapped around a light metal harness that, when it burned to a certain point, fell away from the bird. The explosives were packed in a spiked casing that would stick to whatever it hit. In time, these pigeons developed a fearsome reputation... until they were employed against a contingent of recalcitrant Elves, who simply shot the birds from the sky. Herstel and Wenckler have since moved on to other projects, and without their guidance, the enthusiasm to train up a new contingent of bomb-carrying pigeons soon faded.



THE IMPERIAL SCHOOL OF ENGINEERS

Until the time of Magnus the Pious, the Engineers School was under the patronage of the Reik Princes of Altdorf, working to devise even more ingenious machines of war. When the forces of the Dark Gods surged south from the Northern Wastes in 2302, the lands of the Empire were in danger of being completely destroyed until Magnus the Pious was able to unite the leaders of the disparate provinces under his banner to march north to meet the hordes of Chaos on the field of battle. The prince

of Altdorf answered the call and many of the most lethal contraptions of the Engineering School went north with Magnus's army. The armies of Chaos were defeated outside the walls of Kislev and, with Magnus's subsequent crowning as Emperor, a dark time in the Empire's history was ended and the nation united under a single leader.

At this time, the capital of the Empire was in Nuln and, along with the founding of the Colleges of Magic, Magnus recognised the value of the Altdorf facility. Granted the title of

Imperial College of Engineers (or more fully the Imperial College of Engineers and Stephan Franz School of Mechanical Expertise) it became an officially recognised Imperial establishment. In addition, the large number of foundries that the Reik Princes had constructed in Nuln became the Imperial Gunnery School. While the Gunnery School was built to refine existing technology and is more of a gigantic industrial complex than a research establishment (better and bigger cannons, more efficient blackpowder etc), the College of Engineers is a place of invention.

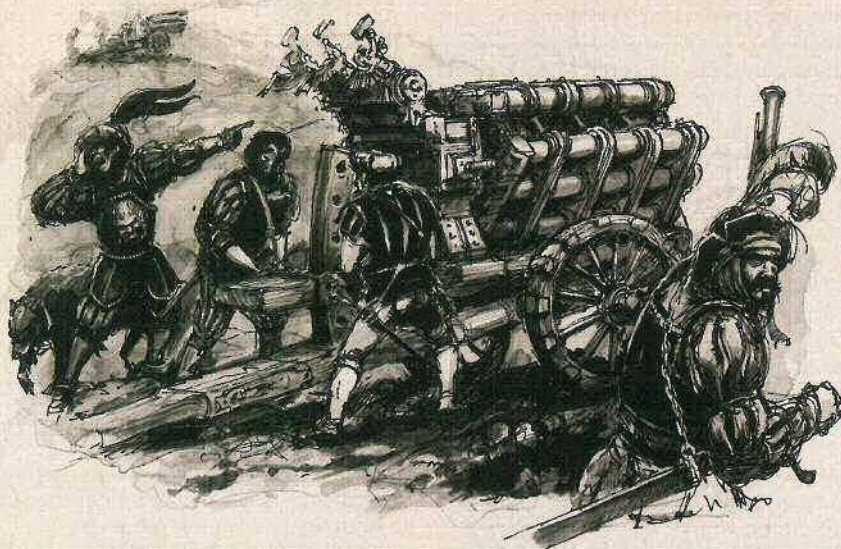
BAD AND DANGEROUS TO BE AROUND

Nowadays, the principal work of the Imperial College of Engineers is coming up with new ideas to combat threats to the Empire – anti-flyer weapons, tunnelling machines, ice rays, alchemical bombs and other weird devices. Unlike the Colleges of Magic, which are each separate institutions, the College of Engineers mixes alchemists, mechanics, biologists, astronomers (as opposed to Celestial College astrologers) and all sorts of other deranged geniuses in a single place. It is a sprawling complex of firing ranges, bunkers for testing explosives, well-equipped laboratories and large open areas where failed experiments have levelled the surrounding buildings. Indeed, a great many of the buildings around the College of Engineers are new and the Fire Watch of Altdorf maintain a constant vigil over the Engineers for fear they may burn the entire city to the ground. The College is staffed by worried-looking porters, harried and soot-stained runners, and is a thriving hub of intellectual badinage, with engineers moving from mad project to mad project as their whim and finances takes them. Though some misguided engineers have tried to blend the power of magic and science together, engineers are first and foremost scientists, and the light of reason and method, not superstition, illuminates their genius! The College of Engineers uses 'enlightened' technology alone, hence the difference between an Alchemist engineer and a Gold College Wizard (in fact, there is a degree of antipathy towards magic and other superstitious nonsense, and enmity between the two institutions).



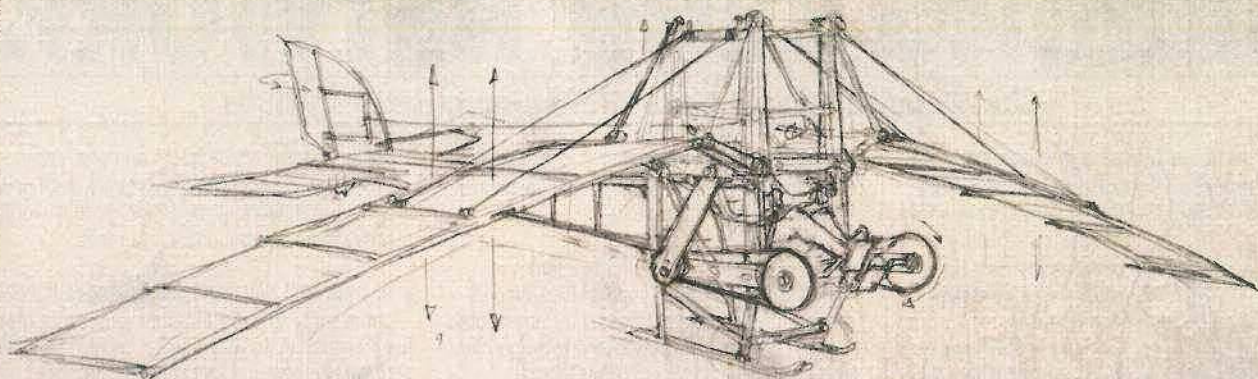
JOSEF BAZALGETTE

The ingenious Empire Engineer, Josef Bazalgette, a man for whom the disease-ridden cities of the Empire were a national disgrace, spent many years designing and building the sewers beneath Kislev, a system that is one of the greatest engineering marvels of the north, and effectively eliminated the scourge of cholera from the Kislevite capital. Mile upon mile of twisting tunnels extend in a labyrinthine maze beneath the streets like the tunnels beneath the Fauschlag of Middenheim – though these tunnels are formed of bricks and mortar rather than from the natural rock. Though the benefits of his work in the cold north city were clear, the College of Engineers were unwilling to fund his work for a similar scheme in the Empire capital when there was so much work to be done in developing new and more devastating methods of war to stave off the never-ending tide of enemies of the Empire. Bazalgette spent the remainder of his time with the College of Engineers putting his considerable expertise into the science of siege warfare, helping to fortify many an Empire noble's castle or bringing to ruin the fortresses of the Emperor's enemies.



HELBLASTER VOLLEY GUN

The Helblaster volley gun has nine separate barrels, divided into three decks of three barrels, fixed on a circular crank. As the crank is turned a clever system of cams ignite each charge in turn, propelling a flurry of lethal projectiles from the gun. The advantage of the Helblaster is that it can fire several shots at once in a devastating volley. A full volley will rip through the toughest regiment causing immense casualties in the blink of an eye. The disadvantage of the Helblaster is that it is inclined to jam or misfire, and once it has misfired it is almost always useless. In fact the chances of being able to fire for a prolonged time are slim, as the weapon is quite likely to malfunction given the complexity of its firing mechanism.

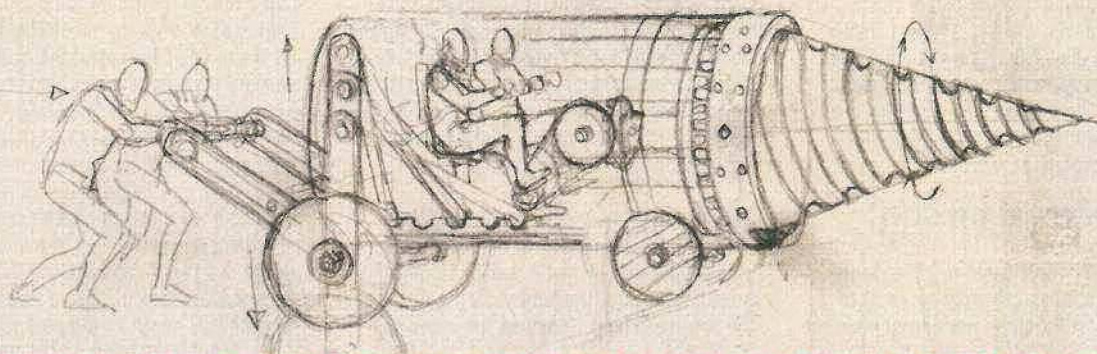


RAUVORK'S PHANTASMAGORIAL AERIAL SPLENDIFEROUSNESS ENABLER

It has long been man's fervent wish to take to the air as the birds do, and this was the inspiration behind this incredible device. After much study of the anatomy and structure of a bird's wings, Rauvork built machine after machine with a singular lack of success. Fortunately, Rauvork was not cursed with the belief that his devices could

never fail and attempted his first flights from comparatively low heights. Developments gleaned from rogue Dwarf Engineers' descriptions of Gyrocopters enabled Rauvork to perfect his flying machine to the level where it could travel nearly a hundred yards through the air, but its application was limited due to the fact

that the pilot would be exhausted from pedalling frantically to keep the device in the air. Plans for a two-man version of the Aerial Splendiferousness Enabler were proposed, but never built due to the difficulty in finding two people willing to leap from a tall building on such a temperamental device.



FERRARA'S ASTOUNDING SUBTERRANEAN DRILLING MOMENTUM FACILITATOR

Obsessed with tales of the ratmen who supposedly dwelt beneath the surface of the Old World, Avel Ferrara decided to find out for himself whether or not such a race of creatures existed. Assisted by his sons, he developed a larger form of drill bit and began attempting to explore the world beneath the streets using his Facilitator.

Ferrara never found any evidence of these ratmen, but the military applications of his device were quickly realised when whole swathes of city streets subsequently collapsed along his route of travel. Several of Ferrara's devices were constructed to take part in the sieges of a number of castles in the Border Princes. These proved

extremely successful, bringing down the walls of three castles within a week of the siege beginning. Unfortunately all three devices were lost and Ferrara had, by this time, moved onto other devices to help him realise his dream of proving that the foul ratmen actually do exist.

THE MARCH OF TECHNOLOGY

While the Imperial College of Engineers reputation grows ever more eccentric and fearsome, it continues to develop new, and ever more dangerous devices, though whether any will ever be as lethal as Leonardo's Steam Tanks remains to be seen. However, what is certain is that the manic geniuses will keep at it until they either succeed or blow themselves up trying.



GAMING CLUB NETWORK

The Webster tells us about the union of gaming clubs

If you've never joined a Gaming Club you might wonder what all the fuss is about, but we thought we'd give you a snapshot

of the UK's hobby community and how a bunch of volunteers are working to transform the way we think about clubs. Che Webster, Games Workshop's liason with the Gaming Club Network, tells us what it's all about.



Che Webster

THE DEAL WITH CLUBS

Che: Since time immemorial hobbyists have banded together to form loose collections that we have come to call Gaming Clubs. Clubs are actually the backbone of the hobby and keep alive time honoured traditions and styles of play that, without the dedication of club players, would probably have died out years ago. Clubs are where the hobby really is – more so than any other place; clubs contain people who meet regularly, usually each week, to play, talk, hang out and share their ideas and aspirations. In most cases, each club has its own identity and they are fiercely independent, waving the flag of the hobby with revolutionary zeal.

WHO THE HECK ARE THE GCN?

Never heard of the GCN? The Gaming Club Network (GCN) was created in 1999. In the past few years it has grown in an effort to provide support for clubs wanting to build the

hobby. It is about improving the perception of Gaming Clubs and their activities, hand in hand with Games Workshop.

The GCN is a voluntary organisation dedicated to bringing together like-minded people to encourage others to try our hobby. They do this by promoting and forming clubs and encouraging existing ones. Since November 2003 the Network has formalised their membership rules and worked tirelessly to persuade clubs to rise to the challenge of defining their standards, raising their game and joining the movement.

HOW THE NETWORK CLUBS ARE DIFFERENT

No matter how long a club has been around, and some go back over 50 years, it can be hard for members to make sure all bases are covered, especially regarding the heaps of new legislation from both UK and European governments on liability. In response to this the Network clubs have defined some standards of behaviour, including stuff like having child protection rules and insuring the club members against injury. This helps to give both the parents of young hobbyists, as well as new adult hobbyists, reassurance that when a person attends the club it is a safe and appropriate place to play games.

But the GCN's main concern is the hobby itself. It has begun to form a national inter-club league that, whilst in a pilot stage right now, has so far attracted over 21 teams from the member clubs. Together, the clubs have

begun to form small teams and play away from their usual stamping grounds with new people that, without the Network, they would rarely have had the chance to meet.

In short, the Network has challenged the club community to band together and create more opportunities to play games, paint miniatures, make scenery and talk rubbish over the beverage of your choice. This trend will continue as the GCN grows and diversifies.

DOING MORE HOBBY

Speaking of the clubs, the really interesting stuff is discovered by visiting them for yourself. Every single one is unique and filled with intriguing people who each have their stories to tell. On the whole, however, most of the members will be more dedicated and have more to say about their hobby than you could ever imagine. They are all doing one thing better than you can ever do on your own – enjoying their hobby.

Clubs offer opportunity to do more than play games each week. In Leeds Night Owls, for instance, you could meet the cadre of scenery experts who can help you to learn how to improve your battlefields with very little more than a few simple materials and a little gumption. As a Tanelorn member, based in London, you might be encouraged to try some games that you haven't seen before and discover new scales of miniatures in both 6mm and 12mm, as opposed to the usual 28mm scale. If you went to Gobstys in Lincoln you might be tempted to join the Silver Painting Scheme to collect and paint a complete Tournament army.

To cap it all, the Network clubs have, for the past three years, organised an annual campaign for Warhammer and Warhammer 40,000, which they hold at Warhammer World, in Nottingham. The event is always a hoot, featuring mad innovations and lots of food and drink, and bringing members from a multitude of clubs under one banner for the weekend. All of this, and so much more, is open to the club member.

JOINING UP

If you are a hobbyist to whom the idea of joining a Gaming Club appeals you can do a number of things. Firstly, you can see if there is a GCN club nearby – the side panel lists the clubs that have joined the Network at the time of printing, but there are more joining each month and you can find a complete list on the web at www.gamingclub.org.uk

Secondly, you could try to set up your own Gaming Club. If you would like to do this



Two gamers get involved with a game of Warhammer in their local club.

www.gamingclub.org.uk

there are a bunch of people who would be happy to help. To get you started, have a look at the free guidance booklets you can download from the web at www.gamingclub.org.uk

If you are already in a club that hasn't yet joined the Network, then you could talk to the leaders and ask them to find out more. The benefits of joining the wider community are great and, once more, there are free guidance booklets you can download from the web at www.gamingclub.org.uk

Finally, if you just want to talk to some folk and find out more, why not have a look at the GCN's own website and forums which you can find online at www.gcnm.org.uk

TWELVE CLUBS IN ALLIANCE... AND GROWING!

At the time of writing, the GCN has 12 member clubs signed to its charter; this is quite good going seeing as the charter only went public in November 2003. The current Member Clubs are:

Chelmsford Bunker

Tel: 01245 348542

Colchester Games Club

Tel: 07950 967111

Gobstys (Lincoln)

Tel: 01522 355159

Leeds Night Owls

Tel: 01405 860653

Middlesbrough Gamers Club

Tel: 01642 272021

Newmarket White Dwarf Society

e-mail: nktdwarf@hotmail.com

Oxford Gaming Club

Tel: 01491 834060/07802 764143

Sad Muppet Society (Basingstoke)

Tel: 0118 982 0489

Spiky Club (Reading)

e-mail: ookthelibrarian@hotmail.com

Tanelorn (London)

Tel: 07879 445922

Warhammer World Veterans (Nottingham)

e-mail: techpriest@warhammerworldveterans.net

Yeovil Games Club

Tel: 07753 420776

For more information see:
www.gamingclub.org.uk/clublist.htm

THE GAMING CLUB NETWORK COUNCIL

The Network is run by an elected body of fanatical hobbyists drawn from the member clubs. They've been working hard in the past few years to make the Gaming Club Network a reality. Here's a quick profile on each of the chaps who, we are sure you'll agree, are all due a fervent pat on the back. They might be called the GCN Council, but we know them as the vocal lot who keep reminding everyone how great clubs are. Well done, lads!



Name: Sean Curtis
Club: Reading
Position: Promotions and Information
Gaming: Warhammer 40,000 and Mordheim
Fave army: Legion of the Damned

Sean joined the GCN Council a few years back as a rebellious fellow who wanted convincing about absolutely everything. Sean is the guy who is most vocal about how great the Network is and who shows great vision and zeal for the hobby. We wouldn't be without him as a friend, and the Network would be a great deal poorer for his absence.



Name: Geoff Gibbs
Club: Oxford Gaming Club
Position: Organised Play Manager
Gaming: Blood Bowl, Warhammer
Fave team: Goblins

Geoff has spent about four years championing the internet as the forum for the GCN's discussions and promotion. Without his efforts there would be no GCN Membersite, GCN League or discussion forums online. Geoff has made his mark far beyond his own realisation – we thought we had better blow the proverbial trumpet for him.



Name: Mike Sharp
Club: Oxford Gaming Club
Position: President
Gaming: Warhammer 40,000, Battlefleet Gothic
Fave army: Space Wolves

Mike has been there since the beginning. Some say he keeps his boyish good looks through the sacrifice of those opponents he has bested with his Eldar bright lance army. Others realise that Mike is the soul of the GCN and the champion of eternal gaming. Every time things get a little too serious Mike is the one who'll cry, "Come on, let's have a game!"



Name: Laurie Stewart
Club: Leeds Night Owls
Position: Membership and Development
Gaming: Warhammer, Warhammer 40,000
Fave army: High Elves

Laurie is the progenitor of the club species. He has kept going by virtue of his stubborn refusal to let anything be any less than excellent. Tireless, stalwart and true, Laurie has championed the cause for more than 30 years, and in the last 6 years he has made the Gaming Club Network work. On top of that, he has a rather large High Elf army, too.



Name: Stephen Thorpe
Club: Leeds Night Owls
Position: Secretary
Gaming: Warhammer Ancients, Man O' War
Fave army: Blood Pact

A relatively new addition to the team, Stephen is nonetheless a valuable chap. Being the kind of person who can find the loophole in any rulebook or army list makes him an excellent record keeper for the Network. Stephen has also championed teaching club members good tactics, trying out almost any gaming idea you could mention.



Name: William Platten
Club: Gobstys
Position: Area Rep
Gaming: Blood Bowl, Warhammer
Fave army: Dwarfs

An unsung hero, Will hails from the Gobstys club in Lincoln. After taking over the leadership he maintains the club's proud heritage while not allowing things to stagnate. Gobstys is at the heart of the Network, championing good common-sense standards, openness and great principles. A determined general, Will shows dedication to helping new hobbyists to aspire to paint armies and get into the gaming community at large.

The Art of Warhammer SHOOTING

Tactics for effective shooting in Warhammer



Jeff Leong

In the penultimate article in the series, Jeff Leong presents his tactics and tips for that phase of Warhammer which has most Chaos generals reaching for their Ward saves –

Shooting. So, whether you're a keen-eyed High Elf with a penchant for longbows and Bolt Throwers, or a cannon-toting Imperial general, take heed and let the black rain fly.

Jeff: The Shooting phase, much like Close Combat, is an important aspect of Warhammer. Shooting is rarely decisive on its own, but the proper application of even a small amount of shooting can disrupt your opponent's battle plan and put victory within your grasp. To get the most from each shot, you must remember to use your Shooting phase wisely. We'll look at the best ways to employ your missile troops: *Panic*, *Reduce* and *Destroy*. That is: cause Panic tests, reduce enemy ranks or unit strength, and destroy small units.



THE BLACK RAIN OF ARROWS

Nobody likes to be shot at, and it's a bit unnerving to watch your unit be whittled down as you march toward the enemy. In Warhammer, this is represented by the fact that a unit must take a Panic test if it loses 25% or more of its models to shooting in a single turn. Failing a key Panic test can break an opponent's line, disrupting his advance or forestalling a critical charge. In many cases, that failed test may mean that a unit never reaches combat. This tactic won't work every time, as some units are Immune to Psychology (such as Undead troops or Daemons), but it is still a very telling weapon against the right foe.

THE ENEMY DWINDLES BEFORE US

Properly applied, shooting can reduce unit size and remove ranks from enemy units as they move to engage your forces. This can quickly swing combat resolution significantly in your favour. As an example, a Wood Elf Glade Guard unit awaits the dreaded Vampire Counts Skeletons as they advance across the field (Diagram 1.1a). The 20 Glade Guard are outnumbered by the 25 fear-causing Skeletons, which could spell doom for the Wood Elves as units automatically break if beaten in combat by a fear-causing unit which outnumbers them. However, the Wood Elf archers continue to pour fire into the advancing Undead. By the time the Skeletons reach combat, the Wood Elves have killed off eight of the Skeletons, tipping the scales of combat in the Elves' favour (Diagram 1.1b). Whereas the Skeletons would have had a starting combat resolution of 5 (three ranks, banner, and Outnumber) to the Wood Elves' combat resolution of 4 (three ranks and a banner), the Wood Elves now begin with the upper hand and have the combat resolution edge over their evil opponents 5 to 3

(The Wood Elves now have the Outnumber bonus and the Skeletons have also lost a rank). A few well-placed shots can make a key difference to an approaching combat.

AND THEN THEY ARE GONE

Although missile troops are rarely able to destroy large units through shooting alone, they are more than capable of finishing off smaller or scattered foes. Fast Cavalry have much to fear from even small amounts of shooting. They are usually lightly



By whittling down the numbers of fear-causing models, archers can help prevent your troops automatically breaking by being outnumbered.

protected, meaning few shots are turned aside by their armour, and they are often few in number, making each casualty count that much more. If caught in range of multiple shooters, Fast Cavalry can be quickly neutralized or destroyed.

Shooting may also be able to kill off the last few members of an already damaged unit, ensuring full Victory Points for your side. Similarly, shooting can finish the rout of enemy units by ensuring that they can't rally. Although fleeing units may not seem an immediate threat, reducing them to less than 25% of their starting strength will ensure they never rally. Units at less than 25% of starting strength are unable to rally and will continue to flee the field.

I SENSE ANOTHER PLAN FORMING

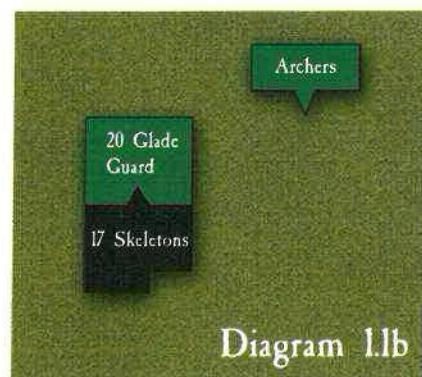
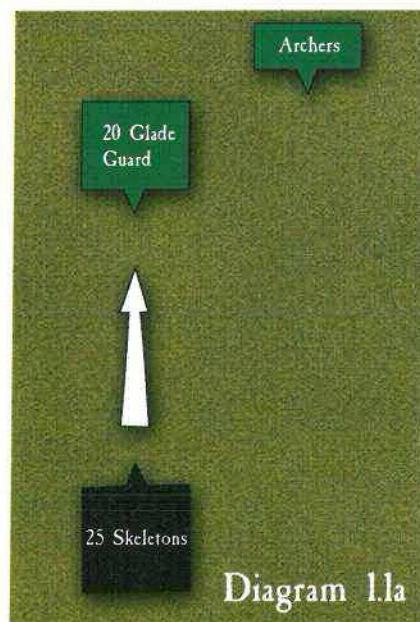
Panic, reduce, and destroy. This is simple in concept, but, as always, not so easy in execution. You have to plan out your Shooting phase to maximize the effectiveness of your troops. Unsurprisingly, it often starts with deployment.

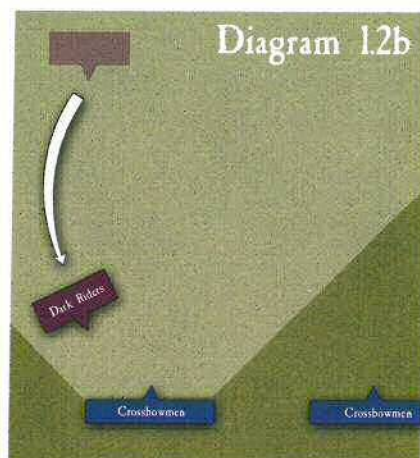
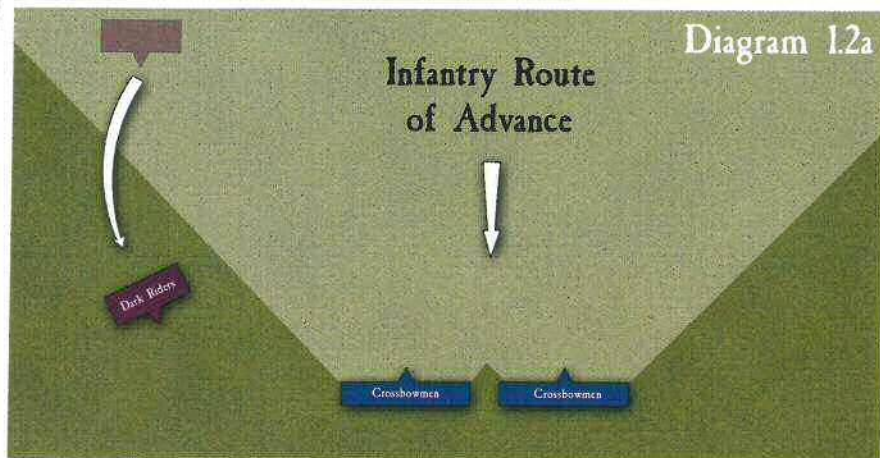
WELCOME TO THE FIELDS OF FIRE

One of the keys to the proper deployment of shooters is to ensure that you can maximize the number of shooters that can be brought to bear on key enemy units as they advance across the field. This requires an analysis of

your opponent's army and its likely deployment. When facing a slower army, it is often advisable to overlap fields of fire from multiple missile units to ensure maximum damage. On the other hand, when you face a more nimble opponent, you may want to cover a wider area, sacrificing density of fire for a broader coverage. Remember, ranked units only have a 90-degree field of vision to the front, so this requires careful planning.

In the example over the page, the Dwarf player prepares to defend his realm against the Dark Elf invader. He knows that his opponent's force is significantly faster than his. He also knows that his stout Dwarfs can easily repel a direct assault from the Druchii invaders, but he is rightly concerned that the Dark Elves may try to sweep around the flanks of his battle line with their Dark Riders. As he prepares his deployment plan, he looks at putting his two Crossbow units in the centre of the field (Diagram 1.2a). While this ensures that the Dark Elf infantry will have to wade through a hail of Dwarf bolts, it does little to stop the Dark Riders from sweeping around the Dwarf flanks and threatening the vulnerable flank and rear of the main units. The field of fire of his Crossbow units does not allow him to engage any units that attempt to skirt the trees to either side. This provides the Dark Elves with an easy avenue of advance by which they can threaten the Dwarf line.





Fortunately, the Dwarf realizes this and adjusts his plan to cover these likely routes by moving his missile units to the flanks of his army (Diagram 1.2b). This brings the Dark Elf avenues of advance into his fields of fire and gives the Dwarf shooters a turn to panic or perhaps even destroy the small Druchii Fast Cavalry units before they can get around the Dwarf flanks.

In his next game, the Dwarf player is facing a Chaos army that he knows consists of several large blocks of fearsome Chaos Warriors backed by a unit of Knights and some Chariots. He expects them to come directly across the board to engage his forces. Just as he

did against the Dark Elves, the Dwarf has placed his two Crossbowmen units at either end of his battle line (Diagram 1.3a). Although this was effective against the Fast Cavalry of the Dark Elves, it could be a critical mistake in this battle. While the Crossbow units might be able to discourage smaller units from coming around the edges of the Dwarf formation, neither one of them can do much damage to the larger Chaos formations. However, a simple realignment of the deployment of these units (Figure 1.3b) can ensure that both units are able to fire on the advancing Chaos battle line, greatly enhancing their chances of causing *panic* or reducing the enemy units' size.

FIRE FOR EFFECT

Although deployment is critical to setting up your Shooting phase, you still need to get the most out of your shooters once you use them. A common mistake in the Shooting phase is not properly selecting your targets. It is very tempting to just let fly at whatever is across the battlefield from each of your missile units, but this is rarely as effective as a coordinated attack. If you plan your phase and thoughtfully execute that plan, you can make even a small number of casualties count.

Prioritize your targets, set a goal for each (be that *panic*, reduction or destruction), and then concentrate fire



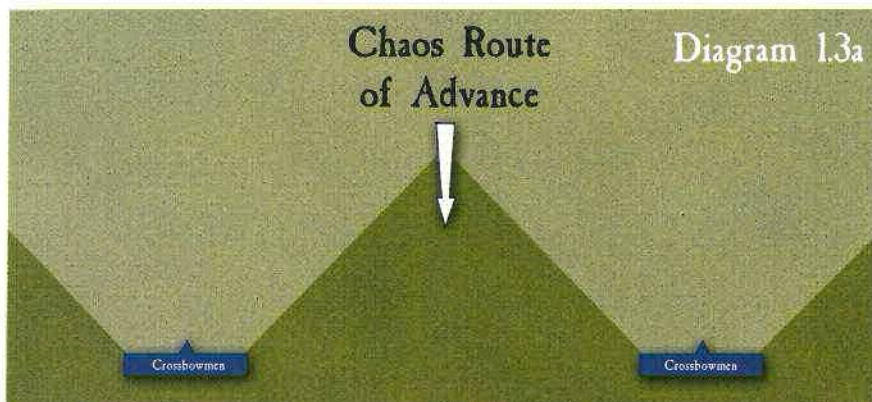


Diagram 1.3a

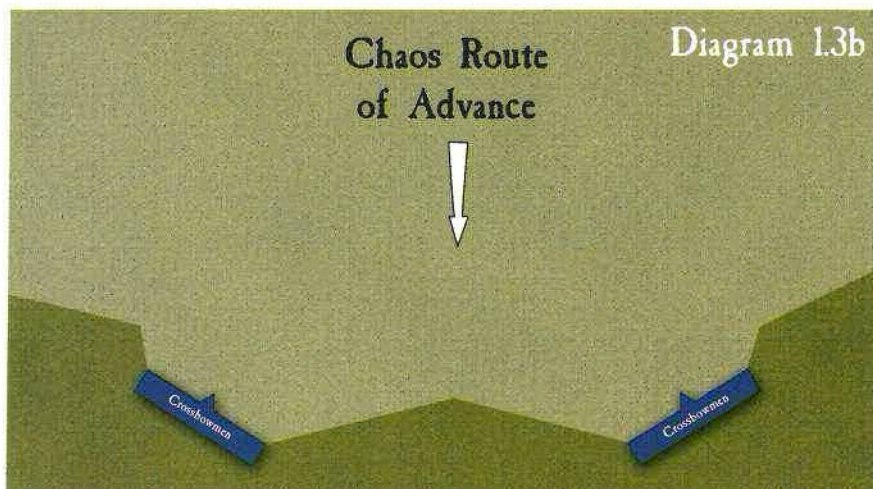


Diagram 1.3b

Similarly, the Empire Helblaster Volley Gun or the Dwarf Organ Gun are capable of devastating volleys of fire as the enemy closes in range. War machines are just a highly-specialized missile unit, often both more costly and more fragile than a unit of missile troops. However, when properly protected and used as part of a coordinated shooting plan, these war engines can tip the balance of the battle in your favour.

READY, AIM, FIRE!

A well-planned and precisely executed Shooting phase can be the final piece of the puzzle of ultimate victory. Remember to use your missile troops to *panic*, reduce, or destroy enemy units, but plan it out and select targets well – it can be the difference between victory and defeat. Next month, we'll finish this series with a look at army selection and see how to bring all these lessons together so you can choose the perfect army. Until then, may your powder stay dry and your arrows fly true.

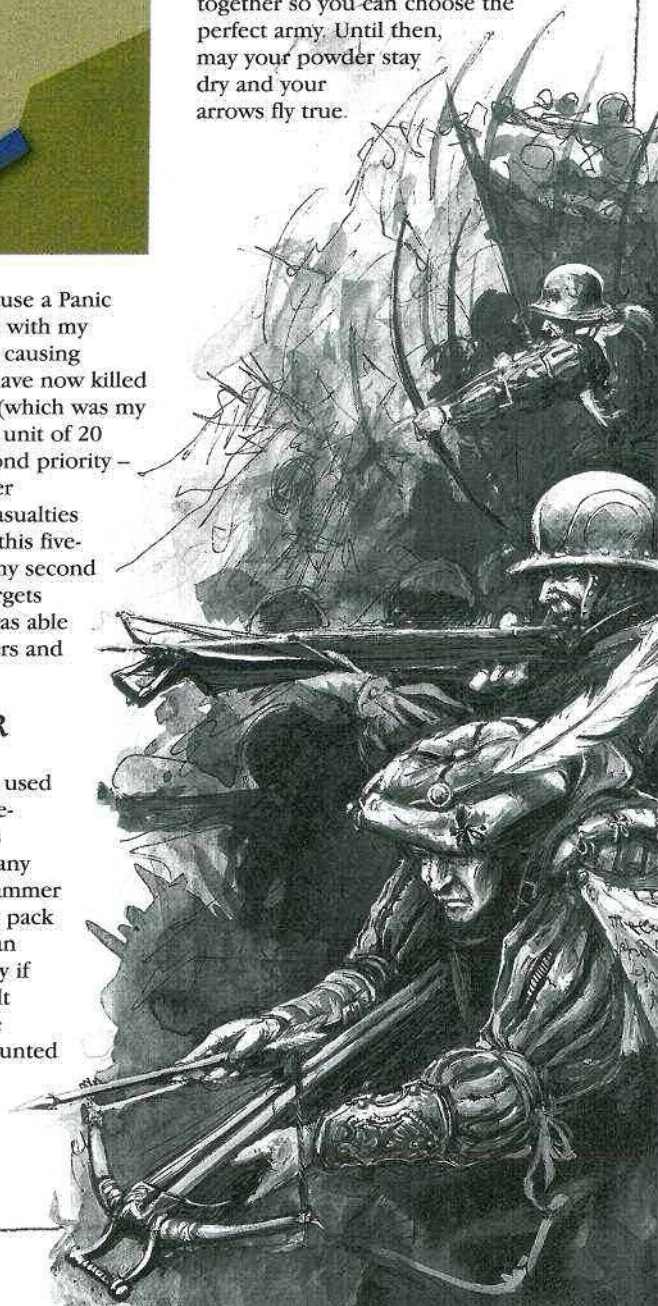
on them until you have achieved your goal. Prioritization is simple; select enemy units to target, and in what order. It might help to make a quick list of the top targets for the shooting round. Next, write down your desired goal for each unit – Panic test, reduce, or destroy. It's important to set realistic goals for your Shooting phase. It is nigh on impossible to destroy a fully ranked unit of 25 infantry in a single Shooting phase, even with 30 archers, but you could easily cause a panic test or reduce the unit strength or ranks. If you can't decide on a realistic goal for a target, cross it off your list. Now that you have a prioritized list, you need to concentrate fire on the higher priority units until you have achieved the desired result. Once you have done so, move on to the next target.

Let's have a look at how this works. In this example, an Empire army with three archer units battles against a Chaos army with Marauders. I am relatively certain that I could *panic* Marauders on foot if I shoot all three of my archer units at them. As it turns out, on my list my first priority is to do just that. There are 20 of them in the unit, so I know that I must kill five of them (25% of 20 is five models) to cause a Panic test. My first unit of 10 archers fires and kills three.

Still short of my goal to cause a Panic test, I target the same unit with my second unit of 10 archers, causing another two casualties. I have now killed enough to *panic* the unit (which was my goal), so I will use my last unit of 20 archers to achieve my second priority – to *panic* a unit of Marauder Horsemen. Another two casualties also causes a Panic test in this five-man unit, accomplishing my second goal. By prioritizing my targets and concentrating fire, I was able to panic both the Marauders and Marauder Cavalry unit.

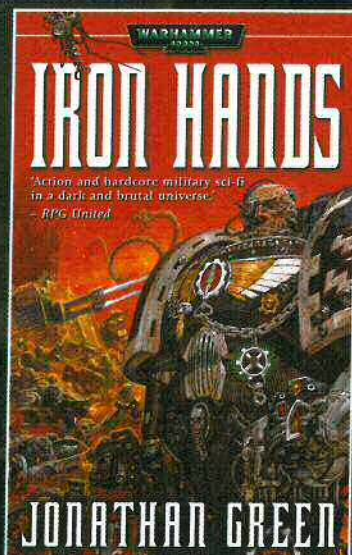
MY KINGDOM FOR A CANNON

Although the examples we used here are focused on missile-armed troops, these tactics apply just as well to the many war machines of the Warhammer world. Many war machines pack an awesome punch, and can tell in your battles, but only if you use them properly. Bolt Throwers and Cannons are especially good against mounted knights and other tough opponents, since hits from these machines do multiple wounds and ignore Armour saves.





INCOMING |



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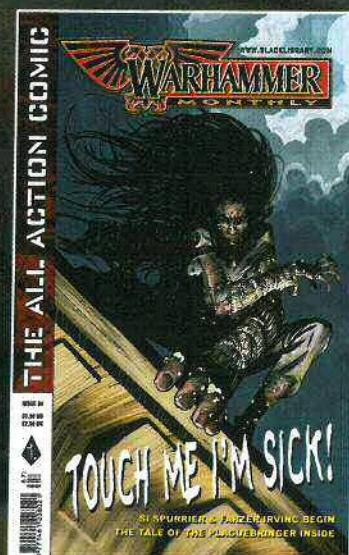


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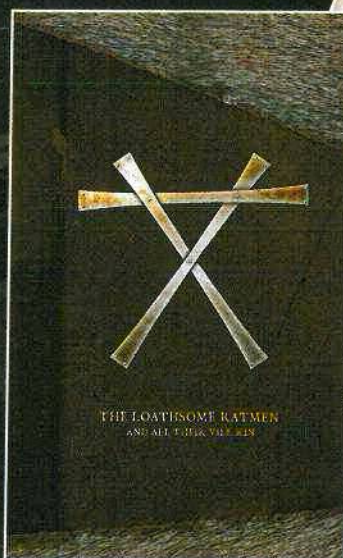
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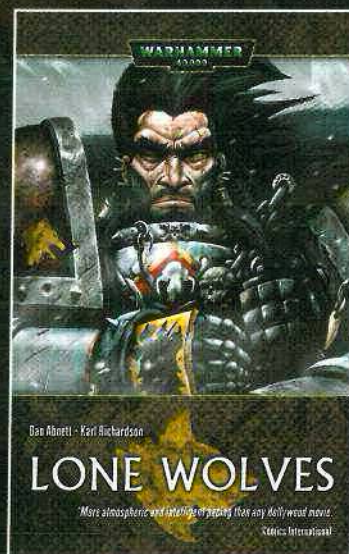
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Warhammer 40,000



It is nearly time. Time for tactics to be re-evaluated, for new armies to be considered, for new battles to be fought and for new players to enter the hobby. Time to leave Chapter Approved add-ons and trial rules at home. Time for the latest update of Warhammer 40,000.

THE WARHAMMER 40,000 RULES

Pete Haines: This is a very exciting time in the world of Warhammer 40,000. After many, many years the third edition rules that have served us so well are being updated and improved. It is not just the core game rules that are being revised though. The whole way that Warhammer 40,000 is being presented is being brought bang up to date. There will be two separate products on offer, the Warhammer 40,000 Rulebook and the Battle For Macragge starter set. Let's first look at what's new about the game. Inevitably, the focus of many existing players' attention in the new book will be to see what has happened to the core rules and how it affects their favourite armies and tactics.

The first and most important thing to say is that no existing codex will be invalidated by the rules. All will be compatible with the update. Occasionally there will be a sentence that is not applicable or a wargear item that needs a 'bijou clarificationette' (all of which we

will be addressing in our downloadable FAQs) but that's it. This is vital as it will allow us to spend our time adding new things to the Warhammer 40,000 universe either in the form of new armies or expansions of existing ones rather than slavishly revisiting all the armies in sequence. Because of this, the latest update is not the same radical departure that the previous edition was.

Gamers from around the world have given us tons and tons of feedback on what was good and what could be improved in the game. Some of the strongest themes were the dominance of assault, especially from transport vehicles, and the relative immobility of units when they had to choose to move or fire (firing obviously having more appeal). Also the development of additional rules and exceptions introduced through Codexes over the years made it difficult to be sure of what the core rules were.

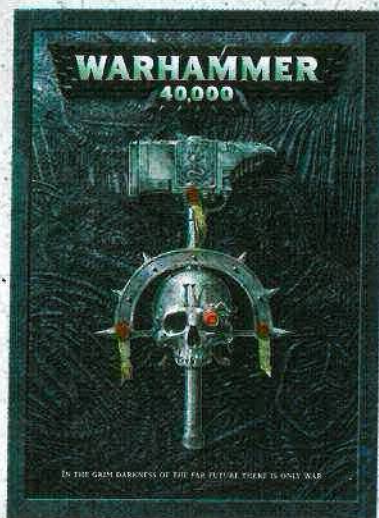
This gave us the main objectives for revising Warhammer 40,000 and we experimented using player-available trial rules to find the best solutions. One benefit of the trial rules

process is that every player is potentially a play-tester. A big thank you is due to everyone who went to the trouble of sending in opinions. Those of you who have been following the various trial rules we have released via our website will already have a good idea of what the main changes are, don't be complacent though, because both the Assault and Vehicle rules have been developed further in the time since the trial rules have been released.

Reorganised rules: We've attempted to organise the rules better, clarifying and cross-referencing more as well as giving extra explanations and examples where appropriate. As part of this, we have used photos of games for all the examples, as well as numerous tables and explanatory boxes. In response to a common lament from the public we have included a detailed index so that you can find the appropriate rule far more quickly. On a personal note, I hope this means that players will try looking up rules before resorting to sending in a query to us in Games Development!

Continued overleaf...

Warhammer 40,000



THE RULEBOOK

Just because a lot of effort has been made to make Warhammer 40,000 readily accessible for new players doesn't mean that we have forgotten about existing hobbyists. Quite the reverse, in fact. For the established Warhammer 40,000 player there is the Rulebook.

This is a huge book of almost 300 pages, dedicated to providing a bumper pack of Warhammer 40,000 goodness to everyone.

Needless to say, the book contains the core Warhammer 40,000 game rules, of which I will say a lot more later on in this article. In addition to this the book includes the most comprehensive collection of background material yet printed.

THE WARHAMMER 40,000 UNIVERSE

Probably the most distinctive feature of the Warhammer 40,000 game is the galaxy in which the game is set. It is a dark, brooding universe in which Humanity clings to existence in the face of the most implacable and horrific of enemies. Over the years since the release of the *Rogue Trader* game this background has been steadily refined and expanded to give it a depth and richness that no other game can match.

Within the background are mysteries that can be endlessly speculated over, larger than life heroes and nightmarish villains. Previously the background has been spread between a number of publications, not all of which were available at any moment in time. The Rulebook deals with this by explaining the key details of each race in a lavishly illustrated format.

Once you have read the background in the Rulebook it is likely that a lot of your questions will have been answered.



Above: The valiant Imperial Guard.

Nowhere is the distinctive style and character of the Imperium more clearly evoked than in these pages. A series of articles leads you through the labyrinthine structures of the Adeptus Terra, illuminates the creed of the Cult Imperialis and evokes the sheer enormity of the massive Departmento Munitorum.



The artwork includes new and seminal imagery of every race in Warhammer 40,000. There are some jaw-droppingly gorgeous pieces included from Games Workshop's fantastic team of artists including some new work by the master himself, John Blanche.

Each Warhammer 40,000 race is described in turn, summarising their character, history and appearance. As well as conventional artwork there are masses of photographs of beautifully painted armies. By simply scanning these pages you can get a feel of what each army is about before you invest in the appropriate codex or actually have to face them on the battlefield.

I expect that the Rulebook will provide an excellent reference source for the Warhammer 40,000 universe as well as being an ideal starting point for its further expansion.



In the grim darkness of the far future there is only war.

A similar change involved putting all the rules for weapon effects into one section so that they could all be explained in a consistent and methodical fashion. I still encounter players who get confused about the difference between normal ordnance weapons and ordnance barrages. In the new format that should not occur.

More emphasis on units: Warhammer 40,000 has increasingly evolved to be a game of armies and units rather than micro managing individual models. This means some areas like turn sequence, casualty removal and targeting are handled in a slightly abstract way but we see this as a fair trade off for keeping the game smooth and fast flowing when large forces are in play.

We've continued this evolution in the latest edition of the assault rules. This means that close combat is massed combat and not a series of individual fights. Given the fantastic diversity of unit types in Warhammer 40,000 this wasn't easy but the end result is that even the most complex combats can be resolved quickly and simply.

Promoted interplay and dynamic manoeuvring: No player enjoys being beaten without a chance to react, or remaining entirely static for the whole game. We've endeavoured to reduce how many things can occur in one turn and increased the number of turns in missions to allow for more tactical interplay.

As an example we went through several ideas to limit assaults before concluding that it was getting into assault easily and early that caused problems in the third edition. What we decided on was a slightly different approach by tackling transport vehicles instead. To ensure defenders had a chance to react to transports disembarking nearby we've ruled that passengers can't assault in the same turn they disembark from a moving vehicle – which is undoubtedly the most controversial change we've made. Nonetheless with the alternating turn sequence of Warhammer 40,000 it's the best way of ensuring interplay by allowing the defenders to respond and at least point their guns and shoot back.

Other changes to the vehicle and weapon rules make it much more viable to keep units moving in battle without drastic losses in firepower so players have the option to manoeuvre and fire-fight at closer ranges. Assaults have been made more bloody to ensure a quick resolution instead of a grinding multi-turn battle of attrition. Moreover, it only seemed sporting that once an army had braved the firepower of the enemy and got into hand-to-hand combat they should get a chance to do some harm.

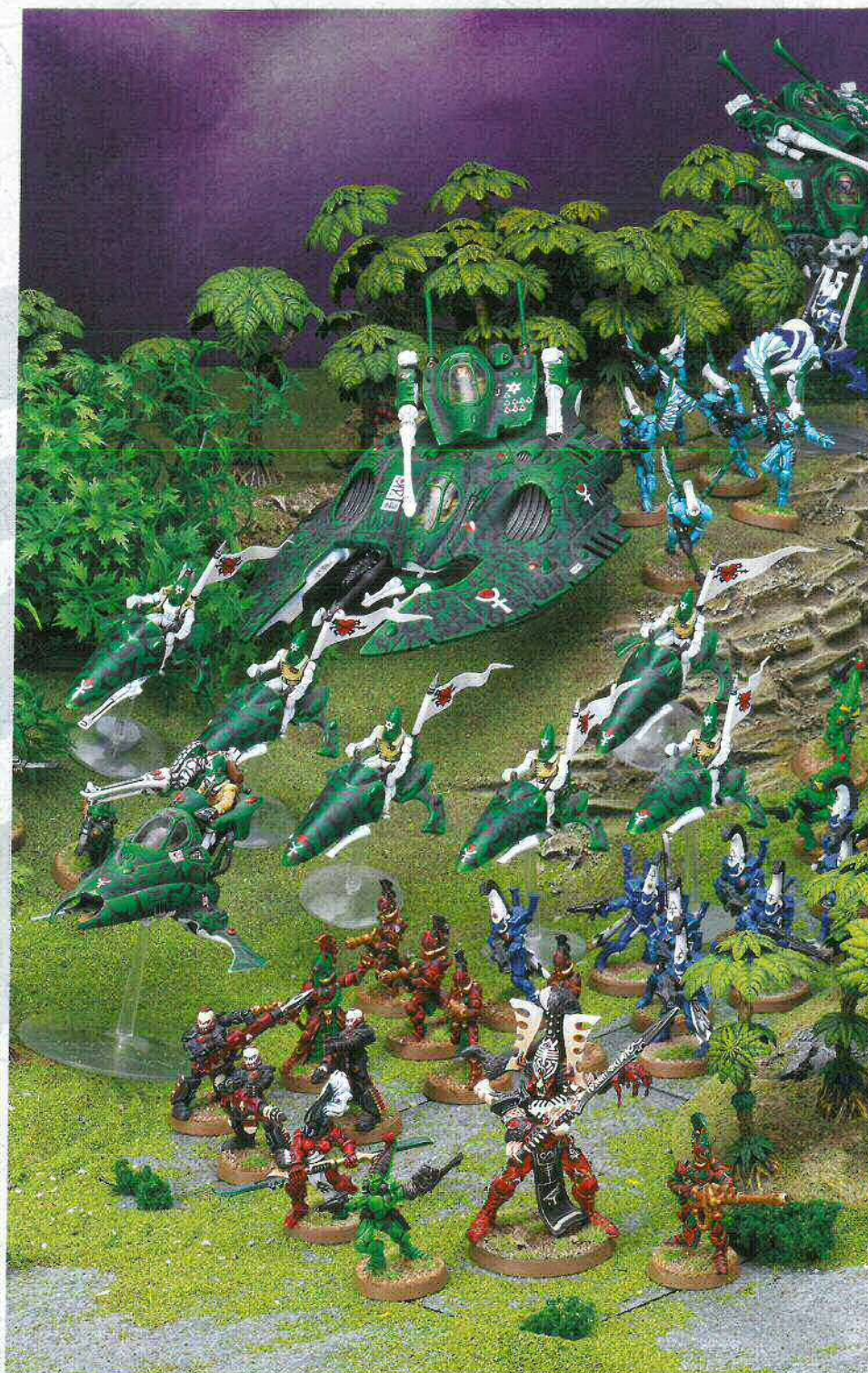
Leadership is more important: We felt that Leadership was severely underused so we've made it relevant for defeating screening tactics. These throw more emphasis onto good Leadership troops as having greater flexibility and endurance in battle.

In the past upon the release of a new codex the most numerous questions that arose sought to clarify which troops were tall enough to block line of sight to other troops. It seemed as if the world was obsessing over

one tactic. The revised edition deals with this problem once and for all.

PREPARING FOR WAR

We've balanced off the changes we've made to the rules to ensure no particular army gets a substantially better or worse deal under the revised rules. Tactics will change but we feel they evoke a better feel for the futuristic warfare of the 41st millennium. This was one of the most challenging aspects of developing the rules. In practice what it means is that the



players of every army should find that whilst one or two of the changes are to their advantage, an equal number are not, so all the armies remain balanced foes.

We've also brought in various little tweaks to ensure the game isn't too abstract and creates cinematic events, those moments where you can see the scene on the tabletop unfold in your mind. It is, after all, these that truly make a game memorable. When you get your rules, read them closely, you will quickly

spot some of these tweaks and will no doubt put them to good use.

In developing the updated rules consideration was given to many possible changes but in the end each idea was assessed to be sure that it was adding more to the game than change for change's sake. The same ruthlessness was applied to existing rules. The option to make a Regroup test when falling back through cover is a good example of this. Having seen very experienced players

forget this rule when playing in tournaments we concluded that it wasn't really necessary and dropped it from the rules. The effect has been to make sure that more room is taken explaining the things that are really important.

Whether you are a beginner to the game of Warhammer 40,000 or a veteran, a modeller or a gamer you'll find there's a lot packed into the new Rulebook. It has been a pleasure putting it together, now all that remains is for you to have fun with it!



THE DARK MILLENIUM

The word 'game' has never fully encompassed Warhammer 40,000. With its imagery and range of miniatures there is a limitless supply of inspiration for painting and modelling. But being inspired is only part of the story. In order to take that inspiration and turn it into painted models then there is no one who does not benefit from expert guidance. This guidance is provided in the Rulebook.

The Games Workshop hobby team has put together a package for the Rulebook that will be invaluable in helping you to develop your skills. It begins by focusing on collecting Citadel miniatures. This can be an absorbing pursuit even if your lovingly collected models do not make it to the gaming table. If the objective is to create a usable Warhammer 40,000 army then this section will give you the benefit of years (many, many years in fact) of experience in collecting and painting armies from a team of veteran gamers.

Gorgeous armies are all very well and good but to show them off at their very best then you will need to build equally attractive terrain. This is an aspect of the hobby that has not received enough attention in the past and is a particular gripe of mine. I am glad to say that the same guys that produced the 'How to make Wargames Terrain' book have poured their formidable expertise into the Rulebook. As well as teaching some techniques the hobby team has provided some sumptuous examples of what is possible with a bit of imagination and effort.

All too often, people assume that Warhammer 40,000 has to be played with huge armies. Whilst this is the ultimate objective, it can be a daunting prospect.

The truth is that Warhammer 40,000 can be played in many ways. A popular version of the game in recent years has been 40K in 40 minutes. This is a skirmish version of the game that excludes the more powerful characters and vehicles, focusing instead on creating a fast moving game, that uses less than a third of the models normally required. This has been proven to be a great way of getting new and experienced players involved in the same games, and provides a great format if you want to collect a new army and play games, but don't want to collect masses of them. To prove how quickly you can get a game going, several Studio worthies undertook to produce 400-point armies in less than a day for the book.

The Warhammer 40,000 rules include a set of missions designed to provide balanced 'encounter' games. These tend to form the bulk of games played. Sometimes though, balance is not really needed. Epic last stands, daring rescues and courageous assaults make excellent missions as long as you are

not worried about having the odds stacked against you. A wide range of special missions are detailed in the book, and can be used in campaigns, in one-off games or as inspiration for designing your own missions.

Often players are deterred from playing this type of game because it requires special stuff, such as bunkers, sentries and fortifications. Well, this part of the book is written by the kind of people who see this as a challenge rather than a problem. Everything you need to know to build these additional extras is included. They don't stop at bunkers though, the approach taken is that anything that features in the game can be turned into a modelling opportunity including hidden unit markers, booby traps and minefields. Hopefully there will be less use of crudely torn bits of paper as markers after this!

The theme of playing Warhammer 40,000 in different ways is continued with the full rules for the Kill-team variant. Kill-team is great for producing movie-style *Mission Impossible* games with very clear objectives and simple army formats.

The section that I am sure will prove extremely useful covers campaigns. Some of the best games I have ever played have been part of campaigns. A campaign sets a context for a game that would require a very complex mission to duplicate. The great thing is that characters and squads develop as the campaign progresses. A recurrent theme I've detected when talking to enthusiasts at Games Days all over the world is that they imbue their favourite army with a distinctive character. The campaign system includes a full system for gaining battle honours and ideas for representing these honours on your models. In the future we hope to use the system that is detailed in the Rulebook as the basis for campaign suggestions in *White Dwarf* or even special events. As a practical example a sample campaign is detailed which can be played immediately.

Below: A Space Wolves Kill-team hacks its way clear of a ruined Tau outpost overrun by swarms of Tyranids – their mission to retrieve xenos-technology is a hair's breadth from success.



THE BATTLE FOR MACRAGGE

The Battle For Macragge is the entry point for all new players of Warhammer 40,000. You might be thinking: "Hey, Pete I'm already reading this in White Dwarf, I have over 10,000 points of Eldar, how does this affect me?" Well, for our hobby to thrive it must expand – it's absolutely vital that aspiring players are welcomed into the community. If you think back to when you enlisted you'll remember there was a lot to learn very quickly. The depth and richness of the background, the rules, the tactics plus the modelling and collecting opportunities can be overwhelming.

The Battle For Macragge addresses this by being the essential first purchase. I am sure that many of you veteran gamers will be tempted to acquire this set as it contains things that you will not be able to get anywhere else. In the box you will get models, terrain, dice, templates and a lot of reading material.

The new clip-together models are a major step forward. True, they lack the variety of

poses possible with multi-part figures but that aside they are indistinguishable from the other figures and can be ready for play in a fraction of the time. The box contains a full squad of Space Marines, complete with Sergeant, missile launcher and flamer.

It also includes a brood of Tyranid Termagants, a brood of the new, improved Genestealers, a gaggle of Spore Mines and a special model representing the Imperial Agent Lieutenant Varras, bearer of a precious consignment of gene-seed and last survivor of a crashed shuttle.

The terrain includes a number of Tyranid Hive Nodes, Infestation markers, power field projector pylons and most impressive of all, the wrecked shuttle, Dauntless.

All of these models are needed to play a series of linked scenarios provided in the Battle For Macragge book. There are six missions following, in a very cinematic fashion, the adventures of Lieutenant Varras from his crash landing, to his rescue by the

Space Marines to... well, that would be telling. Suffice to say that each mission introduces new elements of the rules in an easily assimilated fashion.

As well as being great fun to play, by the time a new player has finished the missions he will be ready to move on to the full game. There is a lot more to Warhammer 40,000 than learning the rules though and the Battle For Macragge book includes masses of information on assembling and painting the models, how to go on to build a full Space Marine or Tyranid army and how to find out more about the hobby.

To finish off the package, the box includes a complete set of the updated Warhammer 40,000 rules, presented in a handy A5 format to fit in your army case. As well as the rules, this book includes overviews of the background of all the main armies. Although it lacks the depth of the bigger rulebook, after digesting this information it should be easy for new players to decide upon the codex for the army that seems most appealing.



The Space Marines begin a stout defence upon Macragge to protect their valuable gene-seed.

Armoured Companies

The Imperial Guard is a vast organisation of millions upon millions of men and war machines. By far the most common organisational unit of the Guard is the ubiquitous Infantry Company, but there are several other types of company utilised. Equally important as the infantry, though deployed in much fewer numbers, are the Imperial Guard's Armoured Companies. Pete Haines, Jervis Johnson and Graham McNeill present an updated version of this fearsome army list for use in your games of Warhammer 40,000.

Pete Haines: With the release of Codex: Imperial Guard last year we thought it was about time we updated the Armoured Companies with some new doctrines and equipment. Unfortunately, bringing such a specialised formation to life on the tabletop poses a few problems. In Warhammer 40,000 it is generally true that emphasising one thing in an army can create an unfair advantage. The reason for this is quite simple, an opposing army may be balanced to deal with a wide range of opponents but may not be able to cope if one particular troop type is used to the exclusion of all else. This is especially true of the Armoured Company, an army that could potentially consist entirely of battle tanks with 14 frontal armour! Whilst a well-balanced army can reasonably expect to deal with a few of these behemoths, dealing with an army of them will take time. Time, sadly, is something they will not have as they wither under non-stop bombardment from masses of ordnance weapons. I have tried to balance matters up in two ways. Firstly, I have been extremely strict about the variety of supporting troops an Armoured Company can use. This creates some tangible weaknesses for it that an opponent may be able to exploit. Secondly, I have reflected squadron organisation in the list by making it compulsory to include a command or ace tank in every set of three. The points cost of these tanks is higher than their improved Ballistic Skill really merits, but the effect is to make the average points cost of each tank higher keeping the number of them that can be fielded to manageable proportions.

These changes have allowed me to avoid introducing artificial special rules to limit the effectiveness of Armoured Company vehicles, especially the ubiquitous Leman Russ, while making the army more compatible with the other Warhammer 40,000 armies.

It is possible in due course that there may be a codex dealing specifically with Armoured Companies, but before this can be done this list format will need a lot more playtesting and that is where all you tread-heads out there come in. I welcome any thoughts or experiences you have regarding the army, so don't hesitate to write in to Chapter Approved at the address at the end of this article.

ARMoured MIGHT

An Imperial Guard Armoured Company consists almost entirely of armoured vehicles, with the only infantry included being those mounted in Chimeras to keep up with the rapid advance of the tanks. A typical Armoured Company can consist of anything between 12 and 24 tanks and is primarily used to batter through enemy strongpoints, exploit a breakthrough or act as a mobile reserve to counter-attack advancing enemy.

An Armoured Company will often be used to spearhead attacks and break through enemy lines. Special missions or objectives of a particularly critical nature are often entrusted to Armoured Companies, though they are unsuitable for holding ground or raiding into enemy territory. Armoured Companies are specialised formations and how they are raised and integrated into an Imperial Guard army is quite different to a regular Imperial Guard regiment.

REGIMENTAL ORGANISATION

The Imperial Guard is a massive organisation, drawn from a million different worlds and brought together by the Departamento Munitorum through a rigorously enforced, but incredibly arcane, system of tithes. Most of the regiments raised for service in the Imperial Guard are infantry, which is not surprising as the one resource the Imperium has in abundance is manpower. However, while the Imperial Guard is rightly regarded as a ponderous organisation which specialises in delivering bludgeoning hammer blows to an enemy rather than the decisive rapier-thrusts of the Adeptus Astartes, it still needs a way of breaking through defensive lines and taking the battle to the enemy.

Armoured Regiments are the assault arm of the Imperial Guard. Raised on industrialised worlds and equipped with unsophisticated but rugged vehicles, they have been the weapon of choice for Imperial Guard generals for as long as the Imperium has stood. An Armoured Regiment consists of several



companies; normally there will be at least three but some regiments boast over a dozen. Because of the sheer power of tanks in action, Armoured Regiments normally split into their constituent companies in battle. A company of tanks can be allocated to an Infantry Regiment to provide close support or conversely operate on its own, supported in some cases by troops detached from infantry regiments in the same army.

It is rare for tanks and infantry to be officially part of the same regiment but once intermixed to fight it is common for secondments to become permanent, at least for the duration of a war or crusade. But in all practical cases the Armoured Company is the level of tank formation most commonly encountered, whether admixed with other elements or not.

An Armoured Company will always have a commander operating either alone in his own tank or supported by an HQ Squadron of one or two more tanks. The Leman Russ Vanquisher is a popular choice as Command



tank as its long-barrelled battle cannon is especially effective in the hands of a Veteran crew. The company will consist of three to six squadrons of tanks, each squadron having a command tank, and one to two other tanks. These will most commonly be Leman Russ tanks although Demolishers, Hellhounds and Chimeras can also be pressed into service.

SUPPORT UNITS

Whilst the formal organisation of Armoured Companies contains only tanks, some cross-attaching of units is common. This is not based on any standard practice formalised in Imperial Guard manuals, but is instead either improvised by experienced commanders or undertaken as a necessity of battle.

The most common attachments are infantry from Steel Legion-style formations. (The Steel Legions are specifically an Armageddon unit, but the term is used more widely to describe infantry units entirely mounted in Chimera transports). The Chimeras enable the infantry not only to keep up with the tanks, but to add significantly to an Armoured

Company's firepower. The infantry are invaluable in dense terrain where the risk of assault by enemy infantry is at its highest. Despite their power, tanks are vulnerable to attack by determined infantry. Eldar haywire grenades and Ork super-stikkbomz are both capable of defeating the most powerful armour and the threat alone will drastically slow armoured operations if there are no infantry supporting them.

When it comes to reconnaissance Imperial tanks are too large and noisy to perform the job well. To fill this niche Armoured Companies are commonly assigned squadrons of Sentinel walkers. The Sentinel is the workhorse of virtually every Imperial Guard formation and it is the exception to the rule that all Armoured Companies include only tanks. Armoured Company commanders are always enthusiastic to secure Sentinel support and when they get it will do anything to avoid letting it go. The Sentinel has such excellent all-round capabilities that a tank formation acting independently is hamstrung without them. They excel at sniffing out the

enemy, and, having located them, are sufficiently well armed to support the tanks in the ensuing battle. Broadly speaking they are used in two roles: pure reconnaissance as described above and as tank hunters. While the Armoured Company's tanks roar forward Sentinels can occupy concealing terrain and fire accurately with their lascannons in support. Their flimsy armour is less of a disadvantage when the enemy's attention is fixed on the near-invincible Leman Russ. The other advantage of Sentinels is that they can go virtually anywhere an infantryman can go and still take their heavy firepower with them. They can find routes through difficult terrain for the tanks to follow and give a commander a means of finishing off an

Heretics crave the cleansing fire of
absolution. They need not fear, for we
shall deliver.

Captain Kurt - Hellhound commander

An updated Imperial Guard Armoured Companies army list



Campaign: Hive Fleet Kraken incursion

Warzone: Radnar – Jourmall Hive

Formation: Emperor's Shield

Opposition: Tyranids

Following the battles on Ichar IV, Imperial forces were redeployed to contest the hive world of Radnar. The area around Jourmall Hive was filled with Tyranid nests and the ability of the Tyranids to emerge anywhere in the vicinity made the region very difficult to attack. The Imperial lines surrounded the hive, a total distance of 340 miles, and a six week bombardment was commenced. Tyranid spore mines inflicted heavy losses

on the besiegers, but ultimately it was the news that swarms were moving towards Jourmall from the other infested hives that prompted action. The Emperor's Shield Regiment, numbering nine full-strength companies, was massed to break into the levelled hive city. They included large numbers of tanks equipped with flamers, both Hellhounds and Leman Russ Demolishers, and as they reached the outer line of nests they used these to cleanse each in turn. Faced with a choice of frying in their holes or emerging, the Tyranids swarmed to the surface. The tanks advanced in close formation leaving the smaller Gaunts nowhere to go. Their tracks were stained

with the beasts' foul ichor as whole broods were crushed beneath them. Ahead of the tank line, a sea of flame rolled forward, consuming even more Tyranids before they could get to them. Every time a Carnifex or Tyranid Warrior brood emerged, it was transfixed in a lattice of lascannon fire or pummelled by numerous battle cannon. The implacable advance of the Emperor's Shield shattered the control of the hive mind, preventing any form of coherent response and, without any significant pause, continued to the far side of the hive site where the remnants of the swarm were herded to destruction against the lines of circumvallation.

enemy when the tanks' firepower drives them deep into a wood or town.

Finally it is possible that artillery units will be assigned to an Armoured Company. This is actually very rare as artillery is at its best when set up a good distance from the enemy lines and is able to remain static and bombard continually. This method of fighting is diametrically opposed to the bludgeoning tactics of the Armoured Companies. Sometimes the artillery is transferred to act as improvised tanks to swell numbers; at other times they are there because formations merge in the heat of battle without any real tactical reason. In either case Griffons and Basilisks are not entirely at home in Armoured Companies and will often find themselves doing jobs they would not normally be expected to do. In the scouring of Ynthel in M38.889 Griffons with dozer blades were used by the Narmerian

Armoured Companies to clear enemy earthworks while the tanks provided covering fire, and during the fighting against Waaagh! Drojock in M40.472, Basilisks with armoured crew compartments served alongside the Antroch Lancers as battle tanks while storming the Vannen River fords. On other occasions the artillery have served to spread incoming fire more thinly and reduce the chances of the fighting tanks being damaged.

An Armoured Company's support vehicles, ammo carriers, fuel trucks and the like, will normally be provided for a campaign by the Departamento Munitorum. Each squadron can contain a mix of vehicles, but the newer the regiment, the more likely they are to be the same. These lightly armed but very valuable vehicles will never be risked in combat if possible. Their crews are not combat-hardened and are made up of men who can only be trusted to labour rather than fight.

When units are assigned to support the Armoured Company from other formations, such as infantry or artillery, they are assigned to either a company commander or a squadron commander. This keeps the internal organisation of the Armoured Company constant and avoids confusing battlefield command with additional sub-units. It is acknowledged that tank commanders do not always know what is best for their support units so a degree of autonomy is acceptable. The sergeants of Armoured Fist units, for example, quickly learn what is needed of them and do not wait for an order to intercept enemy infantry.

ARMoured COMPANIES IN BATTLE

Armoured Companies of the Imperial Guard are renowned for the speed and ferocity of their assaults, smashing through enemy positions with the thunder of their armoured

Continued overleaf...

THE TANK SQUADRON

Within the Imperial Guard the most common lower-level formation is the squadron. This consists of three tanks, one of which is a Command tank. Virtually every combination of armoured vehicle has at some time operated as a squadron either by plan or necessity, although the classic squadron consists of three Leman Russ battle tanks.



LINE ABREAST

This formation involves the squadron Command tank setting the line of march while the other two tanks accompany it to either side. All the guns can fire forward and the flanks of the Command tank are covered. The weaknesses are that changes in direction from the Command tank leave little time for the other tanks to adjust and the formation is very weak if engaged in the flank where only one tank can bring its weapons to bear.



SPEARHEAD

Intended for a general advance, this formation is superior to a standard line abreast as the Command tank's flanks are still partially covered. However, now its sponson guns have a much wider firing arc. Two tanks can direct their fire to either flank ensuring the formation is stronger against flank attacks. Any enemy assaulting the squadron leader's tank can expect to be engaged by the sponson weapons of the supporting tanks following up behind.



ECHELON

Particularly useful when moving around an enemy strongpoint, the echelon allows all weapons to be brought to bear in either direction. A simple turn left or right forms a new echelon advancing in a different direction. The flanks of the lead two tanks are partially protected but only from one side and the rear tank can be left vulnerable to an attack from the rear. Each tank can offer supporting fire against any assaults to the tank in front.



COLUMN

Column is primarily used for moving along roads or between areas of difficult terrain. It leaves the tanks very vulnerable to flanking fire and limits forward firepower quite drastically. Generally this formation is only used when it is the only formation that fits the circumstances, being especially useful for protecting command tanks from heavy fire. When moving up on an enemy position it ensures that only the lead tank can be engaged guaranteeing that the supporting tanks can move out and engage when space allows.

FAMOUS ARMoured COMPANY COMMANDERS

COLONEL TAMUS SIRHAN

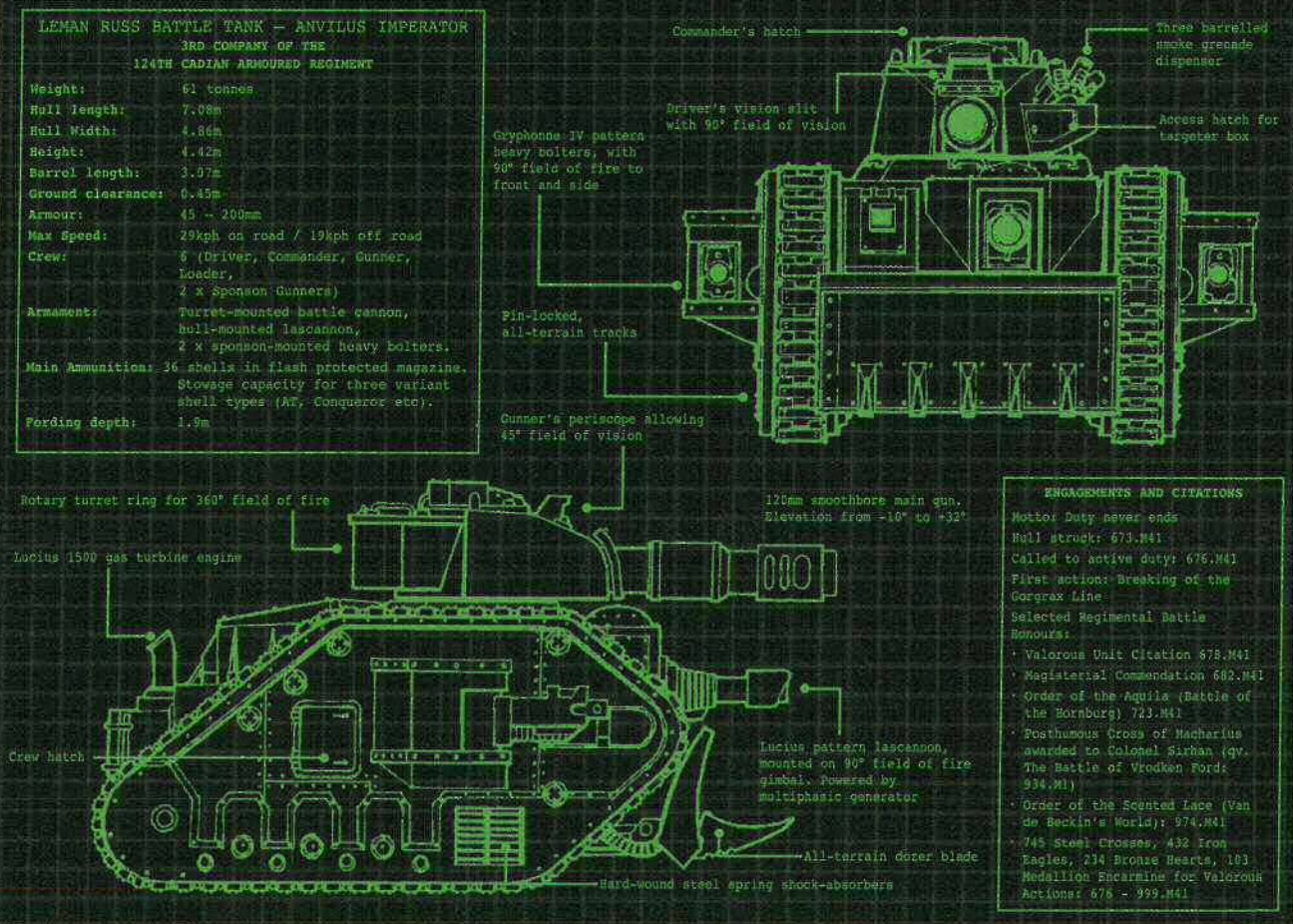
One of the greatest heroes of the 3rd Armoured Company of the 124th Cadian Regiment was Colonel Tamus Sirhan, commander of the Leman Russ battle tank, 'Anvilus Imperator'. Famed for always riding into battle with his hatch open and brandishing his family power sabre, he disdained those who cowered in their vehicles when there was the glory of dying enemies to behold. Ever eager to lead the charge of his vehicles, his company expended more fuel and munitions in the six-month Draxian Campaign, than the entire 235th Loackran Regiment recorded in their three-year campaign to liberate the Lodwyn Belt. Colonel Sirhan remains the only warrior in the 124th Cadian to have won the Order of Macharius, following his actions at the Battle of Vrodken Ford, where he and his company fought and destroyed a Chaos Battle Titan. The Titan protected the one place where armoured vehicles could cross the River Astur and which led to the enemy rear echelons. Imperial forces had taken a fearsome pounding

trying to cross the river with pontoon bridges and every attempt had met with failure. The commanders of the force were unaware of this location until Sirhan's tanks captured the forward elements of the enemy's recon company probing from the north and were able to extract information on how they could approach the Imperial positions unseen.

Sirhan immediately mounted up his tanks, commandeering fuel and shells earmarked for the 2nd Company and roared off to the north in search of the crossing. Dawn was breaking as his scout vehicles reported the presence of the ford, though they attracted heavy fire as they attempted to cross. Determined to exploit this ford, no matter the cost, Sirhan led his vehicles from their laager and drove his tank straight into the water. As the tanks reached the centre of the river, a thunderous tremor shook the ground and the towering shape of a Titan emerged from behind the sides of the river valley. Three Leman Russ were blown apart in as many seconds by the Titan's guns,

before the rest were able to scatter and return fire. The behemoth's void shields flickered as shell after shell impacted, but none could penetrate its thick armour and another swathe of tanks exploded under its withering firepower.

Colonel Sirhan charged forwards, his tank belching smoke as it emerged from the river. Supporting infantry waited in the shadow of the Titan, but as more and more tanks emerged from the river, the weight of their suppressive fire began to take its toll. The shells of the few tanks that had survived to close with the Titan were now close enough to bypass their foe's shields and armoured plates cracked and ran molten beneath their repeated barrage. Realising that it had underestimated its foe, the Titan began backing off, but Colonel Sirhan was not to be denied. He drove right up to the Titan and unloaded his remaining ordnance into its weakening leg joint. His last shell detonated against the giant war machine's joint and, in a shower of flame and exploding metal shards, the Titan



collapsed on top of the Colonel's Command tank, crushing him and his crew to death. The last, battered survivor of the company was able to vox regimental HQ and tell them what had happened. Within four hours flanking elements of the 124th Cadian Regiment had crossed the Astur and were able to catch their enemy completely by surprise, rampaging through their baggage and supply camps. Every one of the dead tank crews received the Medallion Encarmine and Colonel Sirhan was awarded the Order of Macharius, despite some officers' belief that he should be posthumously court-martialled.

While an extreme example, Colonel Sirhan is fairly typical of the mindset of the commanders of Armoured Companies: daring, dramatic and dynamic, always leading from the front and contemptuous of cowards. The men and women who make up the soldiers of an Armoured Company see themselves as the elite companies of the Imperial Guard and are often dismissive of the lowly infantryman, all too often forgetting that all the different arms of the Imperial Guard must work together to achieve victory.

COLONEL MITROFAN TESLA

At the Battle of the Vasterloir Salient, Armoured Companies from the Jouran Dragoons counter-attacked the forces of the Ork Warlord, Grastak the Arch-Murderer as they broke through the trenches of their Infantry Companies. So successful was the counter-attack that the commander of the company, Colonel Mitrofan Tesla, pursued the Orks through the no-man's-land separating the two armies, back to their own positions. In the mad haste of pursuit, Tesla allowed his tanks to become scattered and when the Orks rallied and counter-attacked his force, many were picked off by bands of Ork Tank Hunters. It was a testament to Tesla's skill that he was able to regain a measure of command and control over his company and fight his way back to the following Infantry Companies. Together with the supporting infantry, the Jourans were able to smash through the Ork lines and destroy hundreds of Ork warbands, breaking open the Salient and paving the way for victory in the campaign against the Orks.

vehicles. Their deployment is not undertaken lightly, for it is a logistical nightmare to coordinate so many vehicles together with their associated materiel. Ammunition, fuel, food, water and all manner of sundries are consumed at a frightening rate by an Armoured Company. Whole convoys of fuel trucks follow in the wake of the company too, which in turn need to be guarded and fuelled, generating even longer supply chains.

When the full might of an Armoured Company is unleashed there is little that can stand against it. Dozens of tanks roar forwards, their tracks churning the ground and cannons firing with the sound of thunder. The very earth trembles as these iron leviathans attack and only the most determined or foolish enemy will dare to stand against them. In the wake of the blitz of an Armoured Company's attack come the Infantry Companies, but there is usually very little for them to do but mop up the scattered remnants of broken, terrorised enemy soldiers. The terror of an entire company of tanks crashing through a position should not be underestimated and many foes have had cause to rue the day they overestimated their ability to hold off the Armoured Companies of the Imperial Guard. Ironically, despite being capable of such awesome destruction, Armoured Companies are unsuited for holding the ground they capture, relying on infantry to consolidate their gains. While Armoured Companies are an extremely powerful shock force in battle, they rely (however much their commanders might disagree) on supporting units of artillery and infantry to operate at their most effective.

As well as spearheading assaults Armoured Companies are also particularly effective as mobile reserves, breaking up enemy offensives that have burst through friendly forces. Enemy troops and armoured fighting vehicles that have battled through a first line of defence are typically disorganised and scattered – easy prey for a concerted counter-attack. An Armoured Company's speed allows it to react rapidly to the changing fortunes of the battlefield and often the sudden arrival of squadrons of heavy armour has turned retreat into attack. Such dramatic operations produce a different breed of Guard officer, one more used to flamboyant displays of heroism than the drudgery of common footsloggers. Used to the protection of several tonnes of steel and armaplas, many officers are prone to wilder excesses of courage than those who know that only a few thin layers of ablative material stand between them and death.

TACTICS OF ARMoured COMPANIES

Armoured Companies do not see action as much as infantry units. Infantry can be used in virtually any terrain, can be used to police rebellious populations, perform more menial digging and entrenching and provide

garrisons on backwater worlds. Whilst an Armoured Company can be used in this way, the crews shouldering their lasguns and acting as improvised infantry, it is far from ideal. Their real role and best use is in major campaigns where their ability to deliver battle-winning attacks is legendary.

ARMoured COMPANY SPEARHEADS

Because the Imperial Guard as a whole is operationally quite slow it is sometimes advantageous for their advance to be spearheaded by Armoured Companies. In this role they advance ahead of the main army in tight formations, often supported by Sentinel squadrons seconded from reconnaissance units. These formations will advance at maximum speed, cutting holes in the enemy formations before pressing on without pause to isolate pockets of resistance which can then be mopped up by the more conventional Imperial Guard units advancing behind them. Massed armour is almost impossible to stop without the enemy committing their own mobile forces, thereby allowing the Imperial Guard to seize the initiative and force the enemy to fight a battle of attrition.

This approach is most effective when the line of attack is aimed at weak points in the enemy line. Overall the objective is not to destroy the enemy by direct action but to fragment them and get the Armoured Companies amongst second line formations disrupting supplies and overrunning depots.

The key to success is how well the tanks are supported; lack of fuel and ammunition will often halt their advance long before the enemy are able to do so and counter-attacks launched against the sides of the line of march will drain the Armoured Company's strength and may cut them off entirely.

GRAND ASSAULTS

Often the Imperial Guard will be fighting on battlefronts stretching hundreds of miles. The lethality of 41st millennium weaponry makes constant attack very expensive in lives and even the Imperial Guard cannot simply throw men away attacking strongly held positions. The tank charge will be supported by a general advance of all army elements. Light artillery, such as man-portable mortars, can continue to fire as the Armoured Company moves forward as, even if they are not on target, their shells cannot harm the tanks. With the main defensive line overthrown, the Armoured Companies will often revert to individual spearheads before moving on to secondary objectives.

Despise infantry if you must. Crush them under your tracks, by all means. But do not ignore them. Battlefields are littered with the wreckage of tanks whose crews ignored infantry.

Anon

Classified



ARMoured COMPANY ARMY LIST



HQ

SPECIAL RULES

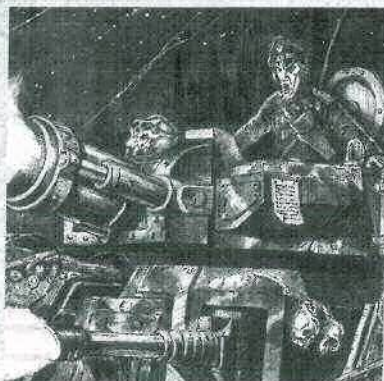
Comm-link: Up to one Command tank may be designated as the Company Commander's vehicle, and has the Improved Comms upgrade at no additional points cost.

Command Tank100 points + vehicle

Unit Size: One vehicle. The Command tank has a BS of 4.

Options: The Company Commander, and any Commissars assigned to the detachment, will ride into battle mounted in one of the following vehicles bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Conqueror.

ELITES



Tank Ace65 points + vehicle

Unit Size: One vehicle. The Tank Ace has a BS of 4.

Options: The Tank Ace must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher, Leman Russ Conqueror, Destroyer Tank Hunter.

Tech Priest Enginseer

(As Codex: Imperial Guard)

Transport: The Enginseer must be mounted in a transport vehicle.

Storm Troopers

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	10	3	4	3	3	1	3	1	8	4+
Storm Trooper Sergeant	10	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	+6	3	4	3	3	1	3	2	8	4+

Number/squad: Sergeant and between four and nine Storm Troopers.

Weapons: The Sergeant carries a hellpistol and close combat weapon. The Storm Troopers have hellguns with targeters. All squad members have frag and krak grenades.

Options: Up to two Storm Troopers may be armed with one of the following special weapons: meltagun at +10 pts; plasma gun at +10 pts; flamer at +6 pts; grenade launcher at +8 pts. Storm Trooper squads may have meltabombs at +4 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armoury.

Transport: The squad must be mounted in a Chimera transport vehicle bought from the vehicle inventory.



TROOPS

Tank Units

Number/Squad: One vehicle.

Options: For each Command tank or Tank Ace, you may purchase 0-2 vehicles from the following list: Leman Russ, Leman Russ Exterminator, Leman Russ Conqueror. Each vehicle chosen in this way will count as one Troops choice on the Force Organisation chart.



FAST ATTACK

Sentinel Squadron

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, Open-topped.

Crew: One Guardsman.

Squadron: A squadron consists of between one and three Sentinels.

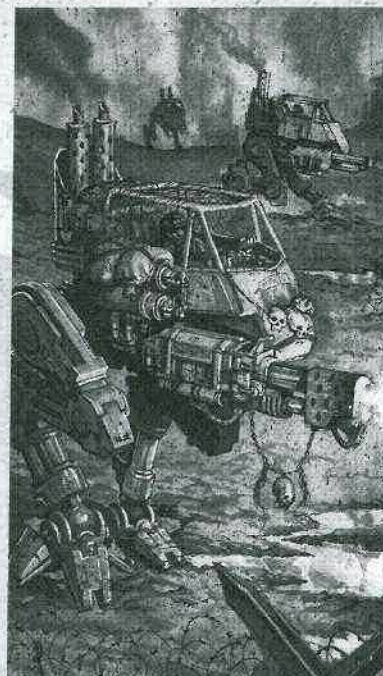
Weapons: Each Sentinel in a squadron must be armed in accordance with one of the following configurations. (A squadron may contain several different patterns):

- Catachan pattern – heavy flamer (+5 pts)
- Mars pattern – multi-laser (+10 pts)
- Cadian pattern – autocannon (+15 pts)
- Armageddon pattern – lascannon (+20 pts)

Options: Sentinels may be fitted with any items allowed from the Vehicle Upgrades list opposite.

Special Rule

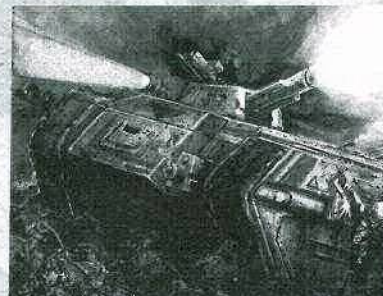
Scouts: Sentinels are used to scout ahead and are always in the vanguard of the army. To represent this, all Sentinels in the army follow the Scouts rules detailed in the Universal Special Rules section of the Warhammer 40,000 rulebook.



Reconnaissance Section

Unit Size: One vehicle.

Options: The Reconnaissance section consists of one of the following vehicles bought from the vehicle inventory: Chimera, Hellhound, Salamander Scout Vehicle.



Armoured Fist Squad 60 pts + weapons + upgrades + transport

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	–	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+6	3	3	3	3	1	3	2	8	5+

Number/squad: Sergeant and nine Guardsmen.

Weapons: The Sergeant may have a laspistol and close combat weapon OR a shotgun OR a lasgun. Guardsmen have lasguns.

Options: Two Guardsmen may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the following weapons: lascannon at +25 pts, missile launcher at +15 pts, autocannon at +15 pts, mortar at +10 pts or heavy bolter at +10 pts.

One Guardsman not acting as heavy weapon crew may be armed with one of the following special weapons: meltagun at +10 pts; plasma gun at +10 pts; flamer at +6 pts; grenade launcher at +8 pts.

Any Guardsman not acting as part of a heavy weapon crew or using a special weapon may be equipped with a vox-caster at +5 pts.

The entire squad can be equipped with frag grenades at +1 pt per model or krak grenades at +2 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armoury.

Transport: The squad must be mounted in a Chimera transport bought from the vehicle inventory.



HEAVY SUPPORT



Support Tank Cost of vehicle

Unit Size: One vehicle.

Options: The Support tank must be one of the following vehicles bought from the vehicle inventory: Leman Russ Demolisher; Leman Russ Conqueror; Destroyer Tank Hunter.

Artillery Vehicle Cost of vehicle

Unit Size: One vehicle.

Options: The Artillery Vehicle must be one of the following vehicles bought from the vehicle inventory: Basilisk; Griffon.

VEHICLE UPGRADES

Armoured crew compartment	20 points
..... (15 points for Sentinel)	
Camo netting	1 point
Extra armour	5 points
Hunter-killer missile	10 points
Mine sweeper*	5 points
Pintle storm bolter*	10 points
Pintle heavy stubber*	12 points
Rough terrain modification	5 points
Searchlight	1 point
Smoke launchers	3 points
Track guards*	10 points

NOTES

Pintle heavy stubber profile is range 36", Strength 4, AP6, Heavy 3. It may be fired in the same way as a pintle storm bolter. Upgrades marked with a * cannot be used by Sentinels.

Armoured Crew Compartment

These may only be added to open-topped vehicles. The vehicle no longer counts as being open-topped.

Camo Netting

Vehicles often carry rolls of camouflage netting that can be unrolled to help hide the vehicle. In scenarios using the Hidden Set-up rules, vehicles carrying camo netting can be set up hidden anywhere in their deployment zone, not just in or behind appropriate terrain features.



Mine Sweeper

The vehicle is fitted with a heavy dozer blade or some other device designed to clear minefields (see the Warhammer 40,000 rulebook). It can enter a minefield without being attacked. Any minefield that the vehicle moves across is cleared and removed from the game.

Extra Armour

Vehicles equipped with extra armour count Crew Stunned results on the Damage tables as Crew Shaken results instead.

Hunter-killer Missile

These missiles are one-shot weapons commonly mounted upon Imperial Vehicles. They are treated as krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armour as normal.

Improved Comms

These upgrades take the form of long 'whip' aerials or other large aerial set-ups. A vehicle with improved comms can communicate with other Imperial Guard formations, such as nearby reserves or artillery support. To represent this, the improved comms allow the Imperial Guard player to re-roll one Reserves roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment.

Pintle Storm Bolter/Heavy Stubber

Pintle-mounted weapons are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from inside. A pintle weapon can be fired when the vehicle is eligible to fire another non-ordnance weapon.

Rough Terrain Modification

This is a catch-all category for the many upgrades that help vehicles move through difficult terrain, such as dozer blades. They allow a vehicle moving no further than 6" that turn to re-roll a failed Difficult Terrain test.

Searchlight

Searchlights can be used in missions where the rules for night fighting are used (see page 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to be fired at by any other Imperial Guard units in range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn; they can see the light shining in the dark.

Smoke Launchers

These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle cannot fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

Track Guards

Track guards protect the vulnerable track mechanism of an armoured vehicle. The vehicle treats 'Immobilised' results as 'Crew Stunned' instead on a D6 roll of 4+. This result applies even if the vehicle has extra armour as well.

IMPERIAL GUARD ARMoured COMPANY DOCTRINES

An Imperial Guard Armoured Company does not use the Doctrines detailed in Codex: Imperial Guard. These are the specialities of the Infantry Regiments that make up the majority of the Imperial Guard's fighting strength. Instead, Armoured Companies' have their own list of Doctrines. These function in the same way as the ones in the Codex, but are only available to Armoured Company armies (so don't even ask if you can use them with a conventional Codex: Imperial Guard army!)

Other than this, the rules for selecting doctrines for Armoured Companies are the same as those detailed in Codex: Imperial Guard. You can select up to five doctrines for your army.

TANKS ONLY SPECIAL RULE

Most doctrines refer to tanks. This is deliberate, so only tanks may use the doctrine (so no Sentinels with Crush and Grind for example).

RARE TROOPS

The following unit entries and vehicle types are considered Rare Troops and may not be used in an Armoured Company army unless a doctrine is expended for each type you wish to include. These unit entries are:

- Techpriest Engineer
- Salamander Scout vehicle
- Destroyer Tank Hunter
- Leman Russ Vanquisher
- Leman Russ Exterminator
- Leman Russ Conqueror
- Griffon Mortar

ORGANISATIONAL DOCTRINES Siege Regiment

The regiment is known more for its artillery than its tanks. Tank units must choose vehicles listed in the Artillery Vehicle entry rather than the Tank Unit entry. The artillery vehicle Heavy Support entry must be selected from the vehicles listed in the Tank Unit entry. Command tanks and Tank Aces must use Chimeras instead of the stated vehicle options. May not be combined with the Heavy Armour doctrine.

Heavy Armour

The regiment is disdainful of reconnaissance, trusting that they can break through any enemy position with the might of their battle tanks. They may not use any of the Fast Attack options detailed in the list, nor may they make use of any Artillery vehicles. They may, however, take Tank Units as Fast Attack or Heavy Support choices. They are still limited to 0-2 per Command tank or Tank Ace. May not be combined with the Siege Regiment doctrine.

SKILLS AND DRILLS

ACES HIGH SPECIAL RULE

Command and Ace tanks must have at least as many points spent on Doctrines as any other tank in the army.

Evasive Driving – 10 points per tank

Tanks from this regiment are trained to use their vehicles to crush attacking infantry. If the tank is assaulted by infantry having moved on its last turn then each model assaulting the tank takes a wound on a roll of 4+. Normal Armour Saving throws apply.

Ace sponson gunners – 10 points per tank

This regiment is expert at training its sponson gunners to defend their tanks from enemy assaults. If the tank has been assaulted in the Assault phase, then the tank may fire its sponson weapons (if in arc) at the enemy assaulting the tank at Initiative 10.

Anti-tank rounds – 20 points per tank

The regiment is known for engaging enemy armour with battle cannons rather than lascannons. When a tank fires a battle cannon at an enemy vehicle it may use a special anti-tank round instead of its normal shell. Range is unaffected but, instead of firing like normal ordnance, a roll to hit is made using the BS of the vehicle. If a hit is scored, roll 2D6 and add the weapon's Strength as normal for armour penetration, adding the dice together. The large Blast marker is not used, but penetrating hits are resolved using the Ordnance Penetrating Hits table. These rounds require precise aiming so cannot be fired if the vehicle has moved.

Ace driver – 15 points per tank

The regiment does not suffer being slowed by difficult terrain. Its drivers are trained to avoid or crush obstacles with brutal efficiency. If the tank moves 6" or less through difficult terrain it does not have to take a Dangerous Terrain test. If it moves up to 12" then it must take the test but if it has rough terrain modification it may re-roll a failed test.

Crush and Grind – 15 points per tank

When assaulting enemy infantry the regiment has no compunction about crushing them under its tracks. The first unit Tank Shocked in a turn by a tank with this doctrine will take D6 S4 hits before resolving the Tank Shock as normal. Normal Saving throws apply.

Ace Gunners – 25 points per tank

A tank using this doctrine engages targets with blinding speed and accuracy. Any shooting rolls of 1 may be re-rolled once. Additionally it may re-roll the Scatter dice (not the Distance dice, just the Directional dice) when firing an ordnance weapon.

SPECIAL EQUIPMENT

Improved Sponsons – 5 points per standard Leman Russ Battle tank

Each standard Leman Russ may select its sponson weapons from those available to Leman Russ Demolishers at the points cost specified there.

Overcharged Engines – 15 points per tank

At the end of its move a vehicle with an overcharged engine can try to go an extra 6" in a straight line. It must make a Difficult Terrain test first which it must pass to take the extra movement. A vehicle and any mounted passengers may not shoot in the same turn that it uses overcharged engines. Passengers may not disembark at the end of the move as it is travelling far too quickly to disembark.

Forge-crafted – 20 points per tank

The tank has been built on an Adeptus Mechanicus forge world. Once per game, the owner can force the enemy to re-roll the result of a single glancing or penetrating hit. The new result must be accepted though.

Side Skirts – 15 points per tank

The tank crew have added sheets of plasteel to the sides of their tank to grant further protection against ranged attacks (they have no effect against close combat attacks). The side armour of the tank is increased by +1 but can never be better than 13 or the tank's frontal armour.

Machine God's Blessing – 25 points per tank

The tank has been crafted on an Adeptus Mechanicus forge world and is protected by charms and wards set by the Techpriests to thwart the enemies of Mankind. Attacks that specifically amend a tank's armour rating such as bright lances, dark lances and blasters do not have any special effect against the tank and do not amend its Armour Value.

Anti-mag – 10 points per tank

The crew have learned to coat their tank with anti-magnetic paste. The effect is to prevent enemy grenades sticking to the armour. Whenever a grenade (or meltabomb, stikk bomb etc) causes a glancing or penetrating hit the tank has a Saving throw of 4+ against its effects.

Reinforced Ceramite Armour – 30 points per tank

This vehicle has numerous plates of heat-reflecting ceramite, giving it extra protection against melta weapons. Melta weapons (including melta bombs) do not roll an extra dice for armour penetration.



IMPERIAL GUARD ARMOURY



A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model. Full rules for wargear can be found in Codex: Imperial Guard.

VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle. Upgrades marked with * cannot be used by Sentinels.

Armoured crew compartment	20 pts
Camo netting	1 pt
Extra armour	5 pts
Hunter-killer missile	10 pts
Mine sweeper *	5 pts
Pintle heavy stubber *	12 pts
Pintle storm bolter *	10 pts
Rough terrain modification *	5 pts
Searchlight	1 pt
Smoke launchers	3 pts
Track guards *	10 pts

SINGLE-HANDED WEAPONS

Bolt pistol	1 pt
Plasma pistol	10 pts
Power weapon	5 pts
<i>(Storm Trooper Sergeants only)</i>	
Close combat weapon	1 pt

TWO-HANDED WEAPONS

Bolter	1 pt
Shotgun	1 pt
Storm bolter	5 pt

WARGEAR

Bionics	5 pts
Carapace armour	5 pts
Frag grenades	1 pt
Honorifica Imperialis	25 pts
<i>(No more than one per army)</i>	
Krak grenades	2 pts
Master-crafted weapon	15 pts
Medallion Crimson	15 pts
Melta bombs	5 pts
Surveyor	2 pts

What I cannot crush with words I will crush with the tanks of the Imperial Guard!

Lord Commander Solar Macharius

IMPERIAL GUARD ARMoured COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	3	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Vet. Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+

	Armour:	Front	Side	Rear	BS
Basilisk		12	10	10	3
Chimera		12	10	10	3
Destroyer Tank Hunter		14	12	10	3
Griffon		12	10	10	3
Hellhound		12	12	10	3
Leman Russ		14	12	10	3
Leman Russ Demolisher		14	13	11	3
Leman Russ Conqueror		14	12	10	3
Leman Russ Exterminator		14	12	10	3
Leman Russ Vanquisher		14	12	10	3
Salamander Scout Vehicle		12	10	10	3

Ordnance	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Conqueror cannon	48"	7	4	Heavy 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker*	120"	9	3	Ordnance 1/Blast
Griffon mortar*	G12-48"	6	4	Ordnance 1
Laser destroyer	72"	10	2	Heavy 1/Blast
Vanquisher cannon	96"	8	3	Ordnance 1/Blast
Vanquisher AT shell	96"	8	3	Ord. 1; 2D6 Arm. Pen.

*These weapons have additional special rules. See the vehicle's entry in the Vehicle Inventory for more details.

RANGED WEAPONS	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellgun	24"	3	5	Rapid fire
Heltpistol	12"	3	5	Pistol
Inferno cannon	24"	6	4	Heavy 1/Template*
Lascannon	48"	9	1	Heavy 1
Lasgun/Autogun	24"	3	-	Rapid fire
Laspistol/Autopistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*
Missile launcher (krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1 Blast*
Plasma gun	24"	7	2	Rapid fire*
Plasma pistol	12"	7	2	Pistol*
Shotgun	12"	3	-	Assault 2
Storm bolter	24"	4	5	Assault 2

*Consult the Warhammer 40,000 rulebook for more details on these weapons.

IMPERIAL GUARD ARMoured VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety, preferring to smash a nut with a sledgehammer if possible. This approach is reflected in the design of their vehicles. Tanks of the Imperial Guard are rough, rugged and very adaptable. Below is the list of vehicles available to an Armoured Company commander.

Points	Front Armour	Side Armour	Rear Armour	BS
100	12	10	10	3

SPECIAL RULES

Indirect Fire: The Earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker

cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum 'guess' for indirect fire is 36".

BASILISK

Type: Tank, open topped.

Crew: Imperial Guard.

Weapons: The Basilisk has an Earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to allow it to fire indirectly as described in the special rules below, at a cost of +25 pts



Points	Front Armour	Side Armour	Rear Armour	BS
140	14	13	11	3

LEMAN RUSS DEMOLISHER

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted Demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The tank may have two side sponsons armed with a pair of one of the following weapons: heavy bolters at +10 pts; multi-meltas at +30 pts; plasma cannons at +20 pts; heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



HELLHOUND

Type: Tank.

Crew: Imperial Guard.

Weapons: Turret-mounted Inferno cannon and hull-mounted heavy bolter.

Options: It may have any of the following: camo-netting, extra armour, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

Points	Front Armour	Side Armour	Rear Armour	BS
115	12	10	10	3

SPECIAL RULES

Inferno cannon: The Inferno cannon fires a lethal gout of flame over considerable distances. Its profile is as follows:

Range	Str	AP	Heavy
24"	6	4	1/Template

When firing the Inferno cannon, designate a target unit and place the normal flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Hellhound's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+.



LEMAN RUSS CONQUEROR

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted Conqueror cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

All Conquerors have the Searchlight vehicle upgrade.

Options: The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

The tank may be given any of the following upgrades: camo-netting, extra armour, hunter killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, track guards, smoke launchers.

Points	Front Armour	Side Armour	Rear Armour	BS
145	14	12	10	3

SPECIAL RULES

Conqueror cannon: The Conqueror replaces the standard turret weapon with a shorter barrelled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the weapon to fire along with any

Defensive weaponry, making this Leman Russ variant more mobile when leading an assault.

Range	Str	AP	Heavy
48"	7	4	1/Blast





Points	Front Armour	Side Armour	Rear Armour	BS
170	14	12	10	3

DESTROYER TANK HUNTER

Type: Tank.

Crew: Imperial Guard.

Weapons: The Destroyer is armed with a hull-mounted laser destroyer (fired using the crew's BS; does not scatter).

Range	Str	AP	Heavy
72"	10	2	1/Blast

Options: A Destroyer may have any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



Points	Front Armour	Side Armour	Rear Armour	BS
70	12	10	10	3

CHIMERA

Type: Tank.

Crew: Imperial Guard.

Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 pts; heavy flamer at +10 pts; heavy bolter at +10 pts. It may also have either a heavy bolter or a heavy flamer mounted in its hull at +5 pts.

Options: A Chimera may have any of the following: camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

Transport Vehicle: A Chimera can carry up to 12 models (count Ogryns or models in Terminator armour as two models). Independent characters that join a unit with a Chimera may also travel inside the vehicle.



Points	Front Armour	Side Armour	Rear Armour	BS
140	14	12	10	3

LEMAN RUSS BATTLE TANK

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Leman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

The Leman Russ may be equipped with any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

GRIFFON

Type: Tank, open-topped.

Crew: Imperial Guard.

Weapons: The Griffon is armed with a heavy mortar and hull-mounted heavy bolter.

A Griffon may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with siege shells at +5 pts.

Points	Front Armour	Side Armour	Rear Armour	BS
75	12	10	10	3

SPECIAL RULES

Siege shells: Griffons are used across the Imperium to assault heavily fortified enemy positions, employing a shell more than capable of destroying the toughest plascrete bunker and shattering enemy defensive lines. If equipped

with them, a Griffon may fire a siege shell instead of a normal round during your Shooting phase. Siege shells are able to breach bunkers as if they were a strength 8 weapon. See the Warhammer 40,000 rulebook for more details on bunkers.

EXCLUSIVE FROM DIRECT SALES

The Griffon Siege Mortar is available only from Games Workshop Direct on 0115 916 40000 and our webstore at: www.games-workshop.co.uk/storefront



LEMAN RUSS VANQUISHER

Type: Tank.

Crew: Imperial Guard.

Weapons: The Leman Russ Vanquisher is armed with a turret-mounted Vanquisher battle cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

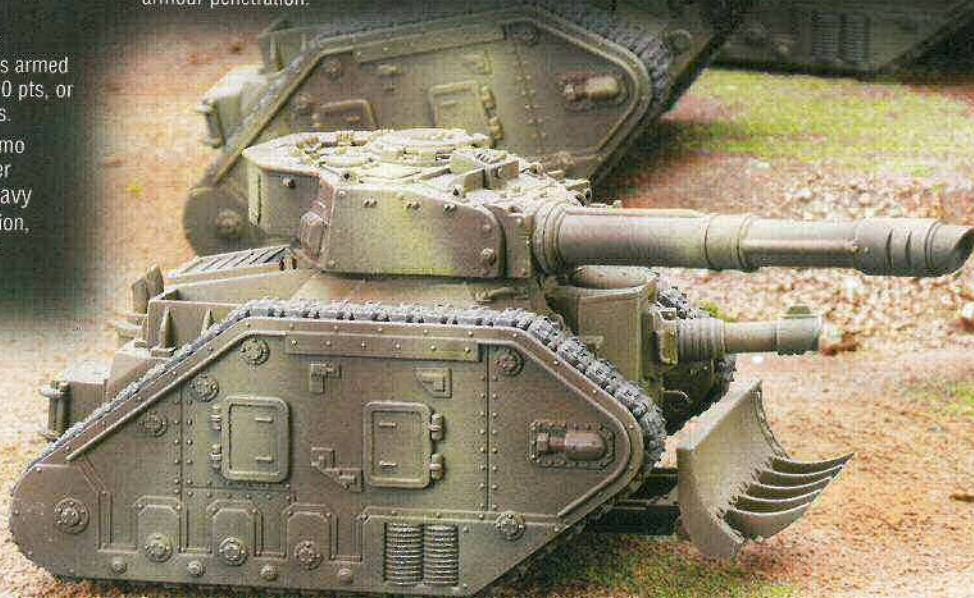
Options: The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

Points	Front Armour	Side Armour	Rear Armour	BS
175	14	12	10	3

SPECIAL RULES

Vanquisher battle cannon: This weapon has a longer range and, against vehicles, a special anti-tank ordnance shot can be used. Instead of placing the Blast marker, roll to hit with the crew's BS. Hits cause 2D6 + Strength for armour penetration.



Points	Front Armour	Side Armour	Rear Armour	BS
100	12	10	10	3

SPECIAL RULES

Souped-Up Engines: Because they operate so far in front of the main units, the crews of Salamander Scout Vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong

enemy forces. Imperial commanders tend to overlook such breaches of regulation given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's souped-up engines make it a fast vehicle.

SALAMANDER SCOUT VEHICLE

Type: Tank, open-topped, fast.
Crew: Imperial Guard.

Weapons: The Salamander is armed with an autocannon and a hull-mounted heavy bolter.

Options: A Salamander may have any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



Points	Front Armour	Side Armour	Rear Armour	BS
120	14	12	10	3

LEMAN RUSS EXTERMINATOR

Type: Tank.
Crew: Imperial Guard.

Weapons: The Leman Russ Exterminator is armed with a turret-mounted, twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Leman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

EXCLUSIVE FROM DIRECT SALES

The Leman Russ Exterminator is available only from Games Workshop Direct on 0115 916 40000 and our webstore at: www.games-workshop.co.uk/storefront





Blessing of the Machine God

George Dellapina has painted up yet another fantastic army. As he's not only a brilliant modeller, but also a very good Warhammer 40,000 tournament player, we got him to explain how he employs his Imperial Guard Armoured Company to best effect using tactics based on modern armoured warfare.

George: I've painted this army to go with my Steel Legion force which I recently took to the Mayhem tournament. Together they form a mighty army of 4,000 points. Many units are usable in both armies, so I've put this 2,000 points sample army together from the wide range of troops available to me. This isn't the only way of constructing an Armoured Company army, but I think it only fitting that it's comprised mostly of tanks.

For an Armoured Company, more perhaps

than any other army, set-up is very important. You need to keep your tanks safe, make sure they all have effective lines of fire, and that they can manoeuvre.

To this end, it's a good idea to keep the enemy back, so I tend to set up the Demolishers as far forward as the scenario will allow. This keeps the enemy back away from my troops, allowing me to pound them with the battle cannons on my other tanks, and also ensures that the Demolishers' cannons get within range relatively rapidly. This might seem risky, but their high armour and the fact that there are two of them should make sure at least one of them can unleash its devastating firepower every turn.

The other tanks are generally organised into two groups of three, with the Command tank and Commissar tank (this counts as a Tank

Ace) each heading up a pair of Leman Russ. These tight groups can advance by the tanks leapfrogging and providing each other with covering fire, though I'll often just leave them at the back of the table where I can make most use of the battle cannons' long range. This is especially true of the group led by the Command tank, as I have to keep this out of harm's way. It's an easy 320 Victory Points for the enemy otherwise!

The two Tank Ace Vanquishers hang back and hunt enemy armour with their long-barrelled Vanquisher cannons, while the Sentinels can take shelter behind either a tank task force or a Demolisher, popping out to take shots at tough targets.

The only real danger to the army are tank-hunting assault troops. You've got to keep your army at least 12" away from infantry or



you're in trouble, so watch out for infiltrating and deep striking units. Should I encounter such threats, I'll sacrifice my Sentinels, using them as a 'speedbump' so my Demolishers can retreat while the other tanks cover them. Big things with wings, like Hive Tyrants and Greater Daemons, are especially dangerous. With one of these on the battlefield, I might have to sacrifice a tank, and then shoot the threat as many times as possible. Though they're great weapons, sometimes you have to be prepared not to fire your battle cannons. This is why most of my tanks have sponsons. The trick with tough enemies is to make them take as many Saving throws as possible. Even creatures like Wraithlords will die if you hit them enough times, so heavy bolters are great. They're even more effective under the updated Warhammer 40,000 rules set, as a tank with three heavy bolters can now move and fire them all.

HQ

Command Tank

Leman Russ Vanquisher320 pts

Lascannon, Machine God's Blessing, dozer blade.

ELITES

Tank Ace (Commissar)

Leman Russ Conqueror250 pts

Three heavy bolters, Machine God's Blessing.

Tank Ace

Leman Russ Vanquisher255 pts

Lascannon.

Tank Ace

Leman Russ Vanquisher255 pts

Lascannon.

TROOPS

Leman Russ160 pts

Three heavy bolters, dozer blade.

Leman Russ160 pts

Three heavy Bolters, dozer blade.

Leman Russ Exterminator140 pts

Three heavy bolters, dozer blade.

FAST ATTACK

Sentinel55 pts

Lascannon.

Sentinel55 pts

Lascannon.

HEAVY SUPPORT

Leman Russ Demolisher175 pts

Two plasma cannons, heavy bolter, extra armour, dozer blade.

Leman Russ Demolisher175 pts

Two plasma cannons, heavy bolter, extra armour, dozer blade.

Total2,000 pts

Commissar Tank

Ian Strickland takes us through how he converted his Leman Russ to be a fitting transport for an Imperial Commissar.

Ian: I built this tank to take part in a campaign. There's no better source of inspiration for a Games Workshop fanatic like me, it's a great opportunity to go nuts with all that metal and plastic that you accumulate. My force at the time was dominated by infantry, but I was adding armoured elements to it constantly. A Commissar adds a bit of extra character to my armoured division, especially when mounted in an aptly named Exterminator. So was born Commissar Viktor Kessler, riding in his tank 'Venger'.

Planning ahead is always wise. Before constructing the turret, I realised I'd need something to attach Kessler to, so I covered the underside of the turret hatch with card. Most people use plasticard, but cereal packet works just as well.

After I constructed the basic body of the tank I scored some dents into it with a file. I sometimes add bullet holes with a drill, but I don't tend to go overboard – you don't want the vehicle to look like it's ready for the scrapheap.



The Commissar is the classic model with a power axe. I sawed him in two around the middle of his sash. I also removed the axe as I thought he would look a bit daft waving it around from the top of his tank. Now he appears to be punching the air, shouting devotional litanies as he spurs the troops on to victory!



The cherub at the rear of the tank was taken from the top of a Warhammer Empire banner pole. I use a lot of these small gothic elements on my tanks as they play up the Warhammer 40,000 mythos, and are especially appropriate for the tanks of heroes. In this case, the statue could represent the tank's Forge World of origin or the mark of the Artificer who created it.



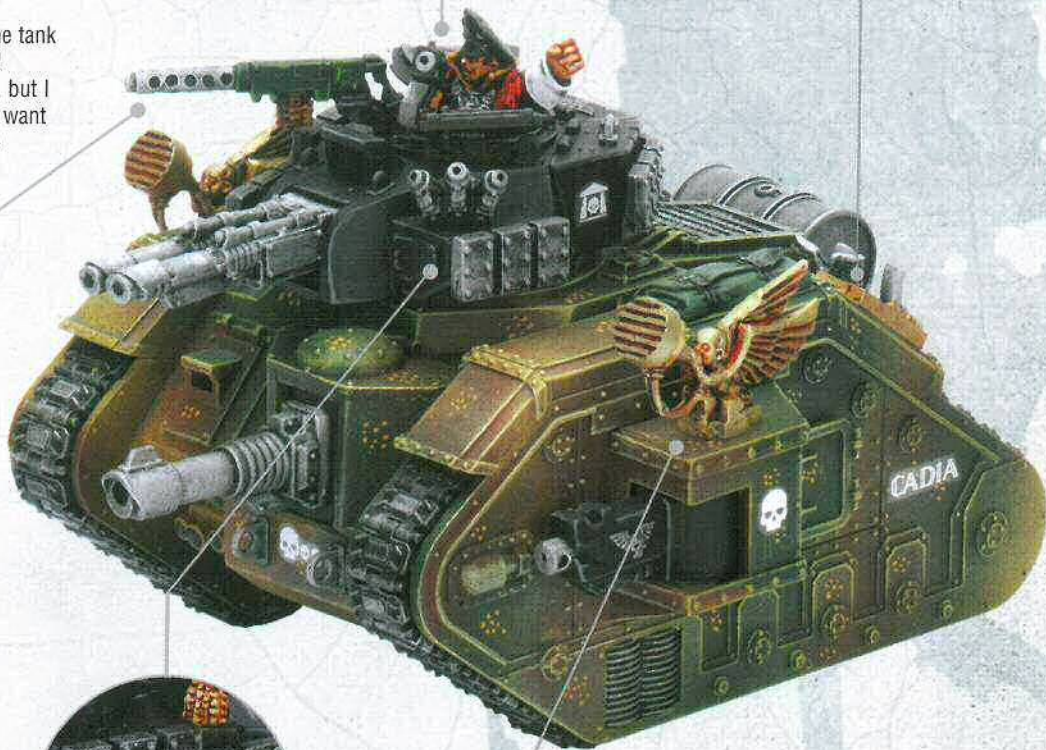
This is not the heavy stubber from the Tank Accessory sprue, but one I made myself from various pieces in my bits box.



As I wanted the tank to look more heavily armoured than the 'rank and file' tanks, I added the small armour plates from the Hellhound kit to the sides of the turret.



The larger Cherubs on the side are later additions from the Sisters of Battle Tank sprue. I initially built the tank before these were available, but when I saw them I had to add them to 'Venger'. Models are only finished when you say they are!



Armoured Basilisk

By Nikos Thanopolous

BASILISK

Nikos works in Warhammer World. He's a talented modeller, and has added lots of bits to represent various vehicle upgrades to the basic tank. Most impressive is the gun shield, which he made out of plasticard. This requires a lot of skill, though Forge World also make a couple. He used pieces from many other kits, notably the Chimera, Rhino and Land Raider, to give his Basilisk a slightly more hi-tech look.



VANQUISHER

Gareth works for the Specialist Games studio. He's mad about tanks, and has a large Imperial Guard Armoured Company.

The turret is one of ForgeWorld's, and in fact they do a few versions of the Vanquisher turret, though you can make your own by extending the barrel of a standard Leman Russ with plastic tubing. The crewman in the hatch is one of several available from Games Workshop Direct or our webstore. Like on the Basilisk above, the camo netting is made from bandage coated in a PVA wood glue/water mix.

Leman Russ Vanquisher

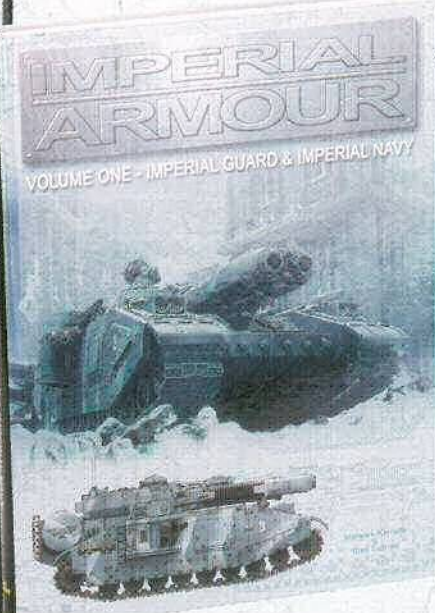
By Gareth Roach





The Executioner is one of many variants of the Leman Russ battle tank made by Forge World. Details of these can be found in *Imperial Armour* volume one.

Transfers are a great (if often fiddly!) way to add extra detail to tanks, though applying them can be a bit of an art. Use a paintbrush to lift them from water they are soaking in. Give them a coat of Gloss Varnish before spray varnishing the whole tank to prevent them 'bubbling up'.



Forge World

Four of the tanks featured in this army list are available exclusively from Forge World – the Salamander Scout Vehicle, The Leman Russ Conqueror, The Leman Russ Vanquisher, and the Destroyer Tank Hunter. But these are but a small part of the enormous range of brilliant tanks, aircraft and accessories Forge World produce for the Imperial Guard.

Chief among their products are the Imperial Armour books, volumes one and two of which are now available.

Volume one covers the equipment of the Imperial Guard and the Imperial Navy, and provides rules and datafaxes for many of the Guard and Navy vehicles that Forge World have thus far created allowing you to field them in your games. It also sports a host of rules that add an extra level of depth to your games of Warhammer 40,000. These include rules for alternative shell types; super-heavy vehicles and flyers. At the rear of the book is an army list for Imperial Guard Armoured Battle Groups, while the book's 288 pages are liberally illustrated

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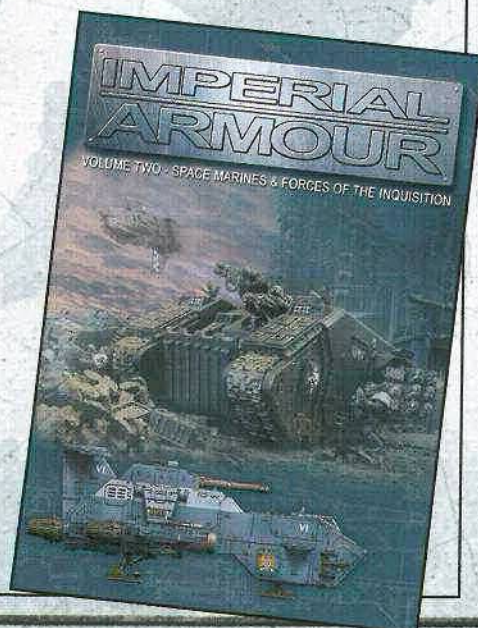
This Vanquisher has an alternative Mars pattern hull. Both turret and hull are available from Forge World.



with literally hundreds of colour pictures, cutaways and technical schematics.

Volume two of Imperial Armour is similarly large, containing 256 pages on the armaments of the Adeptus Astartes and the various branches of the Inquisition, again full of hundreds of pictures. With tons of background and information that's invaluable to any player, both books are the ultimate in Warhammer 40,000 vehicle reference.

Find out more about Forge World's range of products for Games Workshop's games systems, including a vast array of tanks, turrets and tank upgrades by visiting the Forge World website.



WRITE TO CHAPTER APPROVED

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well-thought out and just plain brilliant additions to the game (as reviewed and arbitrated by the games development team). If you've got something good for Chapter Approved, or any comments on any material we publish in this feature, then write to us at the address given here.

Note: Please don't include rules queries etc, with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

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WILL OF IRON

CHRISTIAN BYRNE COMPLETES HIS TOURNAMENT ARMY WITH A POWERFUL DREADNOUGHT



Christian Byrne

band take on the Black Legion, Speed Freaks and the Dark Angels.

Christian: Welcome to the final instalment of Will of Iron – my journey into the world of Warhammer 40,000 tournaments and tournament armies. It's become a real, sometimes gruelling, mission to create this unique yet cohesive army, but the challenge was worth it, particularly now the whole force sits on a table in front of me and I am full of the satisfied hobbyist's glow. The project has covered all bases of the Games Workshop hobby. Not only has there been the converting and painting of the army, but also the playtesting of the list and the creation of

backstory (something my competitors can look at to get an overall impression of Vathek's history and mission). But of all the elements it has been the playtesting that has proven to be the most eye-opening part of the whole venture.

I have had to come to grips with a few realities about how to play. I'm more of a painter than a player, not a bad thing, as that's the part of the hobby I enjoy the most, but I have a very one-dimensional view of how to play, and my other armies are very assault driven. My Black Legion and my Word Bearers may not be full of Berserkers, but I really do enjoy mixing it up in the Assault phase, so I max out on close combat troops and Daemons. This style of play also means I'm not too fussed who wins as long as there's a good scrap. Of course, there's nothing wrong with this, as that's what Warhammer 40,000 is about! But this focus on assault becomes a problem when playing with a shooty army like the Iron Warriors. As much as I've been developing a new style of painting, I've had to begin to think about a more long ranged style of play. This means

not always going for the throat, something that's taken me a while to get used to.

THE STORY CONTINUES

Like wolves attracted to wounded prey, the Iron Warriors have homed in on a distress signal from an Imperial facility on Hierodon VI. Once they make planetfall, Vathek orders his men to form a convoy before he embarks aboard his Rhino. A few hours later, one of his scouts reports that the facility is in sight, but there is something else...

This 'something else' could be anything. The backstory gives a reason for Vathek to be at war. Now, with a bit of imagination, every game is a stage in the army's history – part of a fluid narrative that develops real character within the army. For me this makes the whole hobby more fun. The Imperial installation could have been attacked by any race for all kinds of reasons. It may even be a trap for Vathek set by a rival Chaos Lord, who knows? The only way to find out is to play. Now Vathek and his men must face whatever caused the outpost to send out the signal on the tabletop.

The Dreadnought Dakroth lumbers forward in advance of the main body of Vathek's forces.



CHAOS SPACE MARINES

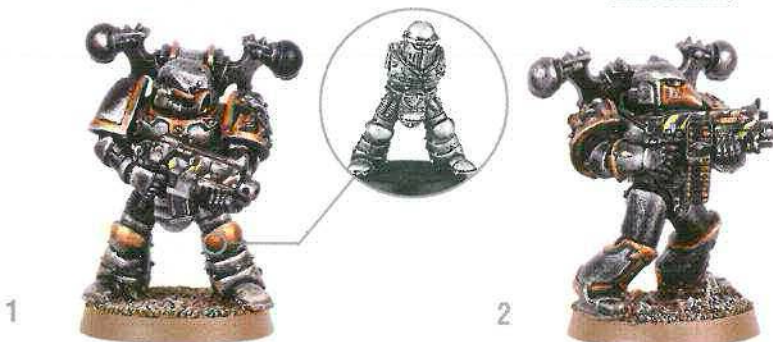
The last squad in the army fills an anti-armour role, specifically designed for taking down power-armoured troops at medium range. Hence they are armed with plasma guns and the hideous Kai Gun. Conversion-wise these guys are as mixed a bunch as the rest of the squads, each looking different from his comrades. With this squad I decided to go with a unifying theme that sets them apart from the Chaos Space Marines in other squads – each one (besides the Aspiring Champion) would have their helmet faceplates painted the same colour as the armour trim.

The first Chaos Space Marine uses the bottom half of the archive Space Marine dressed in Crusade armour (always save your off-cuts, some of these Iron Warriors use parts that I kept over from the previous two articles). It was easy enough to file down the leg piece to fit neatly with an Iron Warrior torso. The rest of the components are straight off the Chaos Space Marine Sprue.

I just had to make number 2. I have loved the Mark 6 style helmets ever since the original plastic “beakee” Space Marines were released for Rogue Trader. Everything else is standard kit. Chaos Space Marine number 3 uses some Chaos shoulder pads and one of the bolt gun arms from the Iron Hands. The body is a Space Marine and the head is a Chaos Havoc head. Number 4 uses the final Iron Warrior variant head with a mix of Space Marine and Chaos Space Marine parts.

Number 5, the first of the plasma gunners, is another of the those archive Space Marine bodies, this time the Maximus variant. I used the whole body this time and made a few additions, namely the top knot and the chainmail that hangs from his armour. The chainmail was the most difficult to create, being cut from the Aspiring Champion front armour plate and then filed down to fit. Chaos Space Marine 6 uses a head from the classic Chaos Raptors with the horns turned up. The rest of him is a plastic Chaos Space Marine.

The last model, 7, is the Aspiring Champion of the unit and was a bit of nightmare at first. The Kai Gun is described as an archaic heavy bolter. Easy enough, but what I wanted was to make it look as if it was hard-wired to the Chaos Space Marine. Some of my initial ideas really didn't work at all well. For instance, at one point he had a servo arm with a double barrelled heavy bolter mounted on it and it looked terrible! I settled on using another Iron Hand bolt gun arm (which looks hard-wired into the gun), with a cut down Chaos Havoc autocannon, which I clipped and filed until it fitted into place. The rest of the model is more plastic Chaos and Space Marine parts with the addition of a bionic Iron Hand leg, again left over from a previous conversion. Finally, I pinned a top knot from the new Warhammer Chaos Warriors to the head from the Space Marine Command sprue.



CHAOS DREADNOUGHT DAKROTH

Dakroth was once one of Vathek's most able Aspiring Champions, favoured by his lord for his willingness to take the fight directly to the enemy. One encounter led Dakroth into mortal combat against a Space Marine Commander who promptly brought Dakroth's aspirations to a very sharp, energy-sheathed end. After the skirmish had ended Vathek took the barely alive fallen champion and incarcerated him within a salvaged Imperial Space Marine Dreadnought. Since that time Dakroth has continued to serve his master.

Dakroth is obviously modelled on a Space Marine Dreadnought, but he also uses Forge World parts, namely the preheresy power claw, the plasma cannon and the spikes on the top (left over from the Chaos Rhino extra armour upgrade kit). The Smoke launcher and the hook on his plasma gun come from the Chaos Vehicle sprue.



Building the head: I wanted Dakroth to have a face, looking something like he might have had when he was still a man. To this end I filed down one of the heads from a Defiler as this looked very Iron Warrior-esque. Using Green Stuff I fitted it to the front part of the Imperial Dreadnought and filled in the eyes. I ran about half a dozen lengths of guitar wire from underneath the head into the lower part of the sarcophagus where I had drilled holes for them. Then I used part of the flail from the Defiler to form a gorget, and filled in the under section.



Painting the head: Dakroth is just a big Iron Warrior so I painted him like the rest of the Chaos Space Marines. I must admit I was very satisfied with the end result as he seems to have a cold merciless look about him, his eyes having a character all of their own.



Plasma Cannon: I wanted the gun to look like it gets hot, so I applied charring to the end of the barrel. This is achieved by first drybrushing Tin Bitz, followed by drybrushing Chaos Black. I used this technique on all the army's plasma guns. For how to paint the gun cells, see below.



Power Claw: This is painted in much the same way as everything else, however I concentrated the highlights around the sharpened edges of the claw to make it look nice and deadly.



LENSES AND JEWELS



1 Start by painting a base colour over Chaos Black (I've used Red Gore in this instance). This technique requires some blending, so you have to water the paint down somewhat.



2 Use a 50/50 mixture of the first colour and a second complimentary colour (normally a yellow or white), I've used Bad Moon Yellow. Start on the left side and blend inward a third of the way.



3 Once dry, go over the left hand rim again with pure Bad Moon Yellow. You might have to go over a few times until this colour is bold enough to stand out from the mixture from stage 2.



4 On the right hand rim side use black and blend into the Red Gore, again, one third of the way inward. I find that watering the colour down a bit makes this stage much easier.



5 Use a small dot of Skull White in the black area, this represents a reflection of some kind of distant light. Finally, apply a coat of Gloss Varnish to add that bit of extra shine.

PLASMA CELLS



1 First I painted the entire area Hawk Turquoise. I made sure I covered the area completely, painting right into the recesses.



2 The first highlight is a 1:4 mix of Hawk Turquoise and Skull White. This was layered on to leave the previous colour showing through.



3 Using a 1:2 blend of Hawk Turquoise and Skull White, I went over the area again, leaving the previous layers showing.



4 The final highlight is Skull White. After I layered this on, I used some Gloss Varnish to make the cells appear glassy and transparent.

RUNNING THE GAUNTLET (AGAIN!)

Since last issue I've been boldly venturing forth and testing some of my new tactics. After last month's drubbings I dropped some of the Chaos Space Marines from the squad featured in this issue. These extra points I used to upgrade Vathek. Originally he was only going to be used in a defensive role, but over the course of a few games it became apparent that he was primarily being used to attack rival assault units before they could do too much damage to some of the more fragile troops in my army. This meant upgrading him to a lord so he could legally have a couple of extra things, like Daemonic Resilience (when coupled with the extra Wound from being a Lord this made him far more resilient) and mastercrafting his power weapon. Both of these upgrades proved helpful in the next series of games. But there were also disadvantages to losing those extra Chaos Space Marines, as you will see.

Game 1: My Black Legion

I decided that I should try to play against another Chaos Space Marine army, so I asked tournament veteran Paul Scott to make a 1,000 point army using my Black Legion. There is only one thing I can say in respect to this game: "Oh my word." The Black Legion went first and that was the beginning of the end, really. A well placed battle-cannon round from the Defiler blew away most of the Havocs and immobilised the Basilisk. His Dreadnought used its plasma cannon to burn a great big hole in the squad featured this issue. Then my Dreadnought went nuts. Denied line of sight to the enemy, it decided to vaporize the rest of my already damaged squad. I had to laugh, it was after all a hilarious opening and pretty much put victory

out of reach. But I continued. Vathek and his squad sped out to head off the advancing Black Legion Rhinos, hopefully getting close enough to the enemy Dreadnought to knock a hole in it with the Champion's powerfist. We had a bit of skirmish in the centre, the Dreadnoughts destroying each other in spectacular fashion, but by Turn 4 it all caught up with me and I had to concede. I had been massacred and was beginning to think that the Iron Warriors were cursed.

Game 2: Owen Rees' Dark Angels

I put the terrible defeat of the last game behind me and decided to play an experienced Space Marine player. Owen's a tournament player and has been playing with his Dark Angels for years. I decided to try and set up to take maximum advantage if I got Turn 1, I also needed to get rid of his Vindicator quickly. Unfortunately I didn't go first. Initially my casualties were light but this didn't last long as I was outmanoeuvred and outnumbered. I would also say that I was unlucky, my dice rolls were below average and this worked to increase my losses and decrease Owen's. Good game though, I will need to be careful of being outnumbered by power-armoured opponents in the future.

Game 3: Guy Haley's Speed Frenks

Guy and I decided to give the Iron Warriors another go against the dreaded Speed Frenks. This time, however, they came in greater numbers. After the last two games I decided to take my tactics a little more seriously. After some serious thinking, I decided to deploy in a wide arc with my Infiltrators on the far flank. With the exception of my Dreadnought, which works well up front, I held the rest of the army as far back as possible. This game

went differently, the law of averages swung back to the middle ground, and all of a sudden my luck went from shocking to reasonable. The Iron Warriors began to dish the punishment out as I knew they could, destroying enough of the Ork's vehicles to slow their advance to a manageable level. Each part of the army worked well, not brilliantly, but just as I expected they would. I used Vathek to intercept enemy units that got too close and the Kai Gun squad proved to be a real nuisance for the Orks. In hindsight I was happy that my selections for this army were beginning to work out, but there were still a few problems. I should have deployed the Basilisk right out on the flank, far away from the main fight, not behind my main battlegroup as I did. I could have changed my Minor victory into a Major one if the Kai Gun squad had had two extra men, as it would have been over half strength at the end of the game and gained me an extra table quarter.

WHAT'S ON THE HORIZON

I've got to keep on practising now the army is finished. I'm happy with the learning experience, not only am I having fun and learning about a new army, but I'm also becoming a much better player.

I'm already thinking about expanding the army to 1,500 points (Grand Tournament size). So far I have decided to include Obliterators, but I haven't thought of any nice conversions yet. What I have thought of though is a really heavily converted daemonic Vindicator, a centrepiece for the army that will also be a scary prospect for my opponents. This is all in the future though, before then I have my first Conflict to fight in. I'll let you know how I get on later.



After three months work, the Iron Warriors are all finished and ready for war.

THE GOLDEN DEMON EXPERIENCE

Golden Demon hopeful Jonathan Carter shares his experiences of last year's event



Jonathan Carter

Games Day is about far more than just fun-filled action-packed games. For a start there's Golden Demon, Games Workshop's premiere painting competition, drawing talented painters from across the globe.

Jonathan Carter has long yearned to win a prized Golden Demon statuette, but thus far it has proved elusive. Here he recounts his experiences at last year's Games Day.

Jonathan: Hobbyists involved with Games Workshop tend to fall into one of two main categories – either painters or gamers. I like to think I fall into the painter group as I've been involved with Games Workshop for about 15 years and have attended more Games Days than I care to admit. For me the highlight of the whole event is the Golden Demon painting competition.

I've entered this competition many times with varying levels of success. In the past I have always tended to concentrate on one category and generally I've done quite well, making it to the second round. Although I feel that the miniatures that I have painted for the competition have improved over the years, unfortunately so has the overall standard of everybody else's miniatures! This can be a little frustrating at times, but the hunt for that

hard to get hold of Golden Demon keeps me coming back year after year.

Following 2002's event, I decided to adopt a very different tactic for the 2003 Golden Demon – blanket bomb the whole event, entering as many categories as possible. As always I had grand plans for the conversions of the miniature I would do for the competition, but work and other commitments seemed to get in the way of these plans and my girlfriend didn't seem to agree that Golden Demon was the most important thing on the calendar.

By the time the event was looming I only had 10 models finished or nearing completion. This meant that I would only be able to enter four categories, still not a bad effort, considering. The first miniatures that I completed had been inspired by Games Workshop artwork from rulebooks. I would be entering the Warhammer Single Miniature category with a converted Witch Hunter based on a picture in the Mordheim rulebook. The Witch Hunter was constructed from various miniatures; the body of a Bretonnian Grail Knight on foot, the head from a Dark Eldar with copious amounts of fuse wire, Green Stuff and some leftovers from my bits box. For the Warhammer 40,000 Single Miniature category I would be entering a female Daemonhunter. I thought this was quite apt as I was hunting a Golden Demon myself – although I'm not female... This

Daemon huntress conversion was based on a picture in the Daemonhunters codex and utilised a Sister of Battle Canoness body and the head from a Mordheim Sister of Sigmar.

The rest of the miniatures I entered were all taken from my ever-growing Imperial Guard army the 101st Ganymede Steel Legion, 'The Screaming Eagles'. These were a new Command group for the Warhammer 40,000 Squad category and a Sentinel.



Jonathan's Daemon huntress.

GOLDEN DEMON CATEGORIES

The full details of Golden Demon 2004 were previewed in White Dwarf 295. Here's a quick reminder of this year's categories.

CATEGORY 1

Warhammer 40,000 Single Miniature

CATEGORY 2

Warhammer 40,000 Squad

CATEGORY 3

Warhammer 40,000 Vehicle

CATEGORY 4

Warhammer 40,000 Monster

CATEGORY 5

Warhammer Single Miniature

CATEGORY 6

Warhammer Regiment

CATEGORY 7

Warhammer Monster

CATEGORY 8

Duel!

CATEGORY 9

Diorama

CATEGORY 10

Large Scale Model

CATEGORY 11

The Lord of The Rings Single Miniature



Despite being forced to reduce my plans for total Golden Demon domination, the weekend of the event came round quickly. In the early hours of the 14th September 2003 I was still furiously painting, making that last minute 'touch up', which ended up being more like a repaint. So, following an all too brief sleep and copious amounts of caffeine, I was ready for the long journey to the National Indoor Arena in Birmingham.

Like many other hobbyists from across the country I descended on Birmingham at around 8am, only to find that long snaking queues had already begun to form around the arena. With a sense of nervous anticipation I joined the back of one of these queues and waited patiently with my precious cargo of models. There's a real feeling of camaraderie in these lines as you wait to enter the event with hobbyists happily chatting about the models they are entering and swapping hints and tips for next year. As time passed and

Games Day 2003 got nearer, the anticipation and excitement began to rise to fever pitch levels. Then, at 9 o'clock, the floodgates opened and we charged into the lower hall. The Games Day had begun.

The only problem I've found with entering so many different categories is the amount of administration cards and paperwork that you have to fill in. To see your models make it through to the next round, always makes up for this in the end nevertheless. What seemed like an age had passed by the time I had finished scribbling away, but I was finally able to enter my miniatures. Though the new glass cabinets for the Golden Demons were a real improvement – you could really see the miniatures to best effect – there seemed to be a feeling that the level of the shelf and position of the miniatures may have had an effect on the judging. I disagree, because when you look at all the lovingly painted models you could see the massive task that the judges faced, not a job I envy!

With my entries safely in the hands of the judges I was safe to go off and see what Games Day 2003 had to offer. I never really felt that I got to see all that much of the arena as I seemed to spend most of my day returning to the lower hall to check on the progress of my miniatures. With Golden Demon having moved to the lower hall, the long journey back down the long, dark, foreboding staircase seemed to increase all those anxious feelings that you have about your figures. This was exacerbated by the hordes of other painters, all wanting to check on the progress of their miniatures, all looking for that all important green sticker which signified that you had made the grade for the second round.

At around noon the first round of judging was over and I knew which of my miniatures had progressed. Unfortunately the results were not what I had expected. The Sentinel and the



A Witch Hunter based upon the cover of the Mordheim rulebook.

WHAT'S IN STORE FOR 2004

Another year has almost gone and Golden Demon 2004 is fast approaching. As normal my grand plans for my entries have almost come apart! Following last year's competition I had planned to paint the Lucius Pattern Baneblade Tank (produced by Forge World) hoping that the size of this mighty vehicle might catch the judge's eye. Unfortunately, during the year shiny new models have come along, leaving the tank sitting half-painted on my paint station, abandoned in favour of a squad of Imperial Guard Rough Riders. These miniatures are heavily converted Guardsmen and women on motorbikes which are made from a variety of different parts including Dark Eldar jetbikes, missile launchers and heavy stubbers. Some of these have side-cars added to them to accommodate special weapons for the squad. These models fit in really well with my Steel Legion force – the Ganymede Screaming Eagle and are looking good. Or they would if I could finish them! A source of new temptation has arrived in the form of the Sisters of Battle. These female warriors are now leading me astray; the Witch Hunter that I entered into last year's

Warhammer Witch Hunter had progressed yet the Command squad, which I felt was my strongest entry, and my Daemon huntress were out.

The next two hours passed extremely slowly as I anxiously waited for the final judgements to be made, maybe this year I might make it...

By half past two it was all over. The judgements had been passed and I knew the damage. Once again I had made it into the second round but that Golden Demon statuette still eluded me. I was pleased with my overall performance in the event, getting a vehicle and a single miniature through to the second round showed that my painting was of a good all round level – an achievement in itself. However I still felt slightly frustrated at not having progressed any further. The rest of the day was therefore spent plotting next year's models. I even went as far as to purchase the core components for the next competition!

As the Golden Demon painting awards were announced and presented to the winning painters my previous late night began to take its toll (congratulations to Jacob Neilson this year's Slayer Sword winner). Totally worn out I made my way back to my car for the long journey home, leaving the Games Workshop

competition potentially being joined by a squad of Seraphim. Again these models will probably be converted with some of the heads from the Sisters of Sigmar models from the Mordheim range to give them some variety.

As usual, I'll probably try and enter at least two categories, meaning that, also as usual, I'll end up rushing some of them! But as I've found out so many times over the years of entering Golden Demon, it only takes one new release model to catch my eye and all my plans will change yet again.



One of Jonathan's Screaming Eagle Rough Riders.

staff to clean up the devastation that was Games Day.

Games Day and Golden Demon 2003 was another event to remember. But within days of it ending, I was already finishing off my plans and schemes for my entry for the Golden Demon 2004 competition. So what am I going to enter next year? Well I think I will have to try another tactic – I've tried both quality and quantity so perhaps size matters...

GAMES DAY 2004

Games Day runs from 10am to 4pm on Sunday 3rd October 2004 at the National Indoor Arena (NIA) in Birmingham.

Tickets are on sale for White Dwarf subscribers and Store Club members from June 5th 2004, and go on general release from July 3rd 2004.

Tickets cost £20. Order your ticket by calling Direct on 0115 916 40000.

An entry form for Golden Demon can be found in White Dwarf 295.

The Games Workshop hobby takes many forms – playing great games of Warhammer, Warhammer 40,000, The Lord of The Rings or one of our other games systems, converting and painting miniatures or collecting and refining a powerful army.

Your local UK Games Workshop hobby centre is the perfect place to try all these things, as well as getting expert advice from our staff. Here's a look at all the different services your local centre can offer you...

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No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



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Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs throughout **Sundays**, so whether you want to learn how to charge your Knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



VETERANS

Many Games Workshop hobby centres run evenings (usually **Tuesdays** and **Thursdays**) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our hobby centres now have additional space to the normal shop floor in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment! The following Games Workshops all have Gaming Rooms: GW Aberdeen, GW Bromley, GW Burton, GW Carlisle, GW Chester, GW Exeter, GW Ipswich, GW Macclesfield, GW Madderhead, GW Middlesbrough, GW Newcastle, GW Newport, GW Poole, GW Shrewsbury, GW Uxbridge, GW Worcester.



HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops spread throughout the UK. What follows is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at: www.games-workshop.co.uk

We also have Games Workshop hobby centres in 16 different countries across the world (and independent stockists in even more). Call **0115 91 40000** to find out where they are. Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store

for more details. Stores highlighted in yellow indicate new stores. Stores in **green** are elite Northern European stores; stores in **blue** are Northern European partnership stores.

Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. If you're still unsure as to where your nearest stockist is located, why not give us a call on **0115 916 8200**.

Hobby centres marked with a cross (x) have Gaming Room facilities.

AVON

GW BRISTOL (CENTRAL):
13 Broad Walk, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2559
BRISTOL, Area 51:
Tel: 0117 925 4853
PORTISHEAD, Makits:
Tel: 01274 664 711
YATE, Hoggason Toys:
Tel: 01454 56555

BEDFORDSHIRE

GW BEDFORD:
16 Gunglins, Tel: 01234 271 563
LEIGHTON BUZZARD, Cuddlers:
Tel: 01462 317415
LUTON, Otakars:
Tel: 01582 48699

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Mayall Street, Tel: 01628 651 747
GW READING:
111 Broad Street Mall, Tel: 0118 959 8515
GW SLOUGH:
101 High Street, Tel: 01753 375 675
BRACKNELL, Otakars:
Tel: 01344 46 3611
NEWBURY, Miniature Merchants:
Tel: 01356 555175
NEWBURY, Swampys:
Tel: 01356 385751
SANDHURST, Toyworld:
Tel: 01356 873399
WINDSOR, Otakars:
Tel: 01753 692 499
WINDSOR, W.J. Daniels:
Tel: 01753 667106

BIRMINGHAM AREA

GW BIRMINGHAM:
116 Corporation Street, Tel: 0121 936 7620
GW DUDLEY:
Unit 49, Merry Hill Centre, Tel: 01264 431 418
GW SOLIHULL:
699 Warwick Road, Tel: 0121 705 7997
GW SUTTON COLDFIELD:
43-47 Birmingham Road
GW WOLVERHAMPTON:
Unit 88, Market Centre, Tel: 01902 310 406

GW WALSALL:
Unit 27, Old Oakley Shopping Centre,
Tel: 01922 775 507
ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 706 5113
GREAT BARR, Gaming Crypt:
Tel: 0121 369 5080
EDGECASTON, Wayland's Forge:
Tel: 0121 667 0195
PERRY BAR, Toy Revolution:
Tel: 0121 565 8300
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3880
SUTTON COLDFIELD, Digital Dragons:
Tel: 0121 657 750

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, Tel: 01494 521 454
GW MILTON KEYNES:
Unit 2, West End Extension, 502 Salway Boulevard,
Shopping Centre, Tel: 01908 690 477
BUCKINGHAM, Abacus Toys:
Tel: 01494 424845
GERARDS CROSS, Howard Marshall:
Tel: 01753 392520
MILTON KEYNES, Daeron's Books:
Tel: 01494 566998
PRINCES RISBOROUGH, Treats:
Tel: 01494 274 785

CAMBRIDGESHIRE

GW CAMBRIDGE:
8 Bridge Street, Tel: 01223 313 359
GW PETERBOROUGH:
5 Wootton Street, Tel: 01733 653 659
ELY, City Cycle Centre:
Tel: 01223 663191
HUNTINGDON, Sports & Fashions:
Tel: 01480 464 345
PETERBOROUGH, Westgate Department Store:
Tel: 01733 663161
ORTON, PN Hobbies:
Tel: 01733 662151
SAWSTON, The Toy & Model Centre:
Tel: 01223 505652
SAWSTON, Toys Plus:
Tel: 01223 534929
ST. NEOTS, Westgate Department Store:
Tel: 01160 475340
TEVERSHAM, Invocation Ltd:
Tel: 01223 293492
WISBECH, Westgate Department Store:
Tel: 01536 265343

CHESHIRE

GW ALTRINCHAM:
Unit 1, 17 Gifford Street, Tel: 0161 929 9896
GW CHESTER:
112 Exchange Street, Tel: 01244 311 567
GW WACCELESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre,
Tel: 01625 619000
GW STOCKPORT:
52 Market Square, Tel: 0161 474 1427
CONGLETON, Deans Toys & Cycles:
Tel: 01290 272777
CREWE, ABC Models Sport:
Tel: 01270 569948
NANTWICH, Funlayre LTD:
Tel: 01270 545495
NORTHWICH, Level 1:
Tel: 01606 49253
NORTHWICH, The Model Shop:
Tel: 01606 47710
RUNCORN, Holton Daemons:
Tel: 01928 715251
STOCKPORT, Goslings Toymaster:
Tel: 0161 4270299

WIRRAL, Isles:
Tel: 0151 666 1188
WIDNES, R.G. Marsh Ltd/Widnes:
Tel: 0151 4341947

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 29 Dundas Street, Tel: 01642 254 091
HARTLEPOOL, Westgate Department Store:
C/o. Durham, Tel: 01462 561777
HARTLEPOOL, Illusions:
Tel: 01462 277088

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
Tel: 01872 303 047
BODMIN, Bricknells:
Tel: 01208 277088
FALMOUTH, Wonderland Falmouth:
Tel: 01306 312571
HAYLE, Blewitts of Hayle:
Tel: 01736 763012
HELSTON, Eddy & Son:
Tel: 01426 510779
NEWQUAY, Planet Hobbyworld:
Tel: 01752 569944
ST AUSTELL, Mad for Miniatures:
Tel: 01736 72510

COUNTY DURHAM

GW DARLINGTON:
74 Sienbergate, Tel: 01355 382 403
BISHOP AUCKLAND, Windsock Models:
Tel: 0191 692 9610
CONSETT, Kwikpart:
Consett, Co. Durham, Tel: 01207 581024
DARLINGTON, Lamb's:
Tel: 01355 486042
TEESDALE, Toy Shop:
Tel: 01635 652966

CUMBRIA

GW CARLISLE:
Unit 2, Turis Lane, Tel: 01202 740 216
BARRON-IN-FURNESS, Heath's:
Tel: 01229 862 415
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01529 445047
BRAMPTON, The Card Centre:
Tel: 01757 75967
COCKERMOUTH, The Toy Shop:
Tel: 01909 535655
COCKERMOUTH, Playtimes:
Tel: 01909 532926
KENDAL, North West Warriors:
Tel: 01534 721606
KENDAL, O'oughlins:
Tel: 01534 722024
KESWICK, J.B. Dixon Limited:
Tel: 01753 772 355
PENRITH, Harpers Cycles:
Tel: 01768 56475
WHITEHAVEN, Robinson's Model Shop:
Tel: 01546 66622
WORKINGTON, KSA Models and Hobbies:
Tel: 01900 873389
WORKINGTON, Toymaster:
Tel: 01900 873322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, Tel: 01332 374 657
BELPER, Frearsons:
Tel: 01773 813 344
BURTON ON TRENT, Toymaster Kingdom:
Tel: 01293 944609
BUXTON, D&E Knowles & Sons:
Tel: 01290 24203
CHESTERFIELD, Cooperative Society:
Tel: 01244 200299
CHESTERFIELD, Speeding Bullet:
Tel: 01246 224629
DERBY, Toymaster Kingdom:
Emley Court, Tel: 01332 353346
ILKESTON, Ilkeston Co-op:
Tel: 01159 507777
MATLOCK, Shawes LTD:
Tel: 01629 682182
SWADLINCOTE, Slipstream Models:
Tel: 01583 552590

DEVON

GW EXETER:
31a Exeter Street, Tel: 01392 490 393
GW PLYMOUTH:
84 Cornhill Street, Tel: 01752 254 321
GW TORQUAY:
12 Market Street, Tel: 01803 201 636
BARNSTAPLE, The Battlezone:
Tel: 01291 331344
BIDEFORD, Bideford Toys:
Tel: 01207 472604
BOSCOMBE, Marcella Toymaster:
Tel: 0202 562755
BRIDGEND, Paraphernalia:
Tel: 01636 584362
DARTMOUTH, WO Pillar & Co:
Tel: 01302 512525
EXETER, PJ Hawkins and Sons:
Tel: 01392 362610
EXMOUTH, Gamezone Models:
Tel: 01392 267 023
HONITON, Honiton Toy Shop:
Tel: 01404 43741
KINGSBRIDGE, The Trading Post:
Tel: 01460 586 923
NEWTON ABBOT, Austins:
Tel: 01296 333444
PAIGNTON, The Model Shop:
Tel: 01303 553326
PLYMOUTH, Model Shop:
Tel: 01752 221 451
TAVISTOCK, Kaleidoscope:
Tel: 01892 614 726
TEIGNMOUTH, Jackmans Toybox:
Tel: 01803 728755
TIVERTON, Wings 'N' Wheels:
Tel: 01364 242619

TOTNES, Kabooms:
Tel: 01803 803049

TORRINGTON, Angling Postimes:
Tel: 01803 625658

DORSET

GW BOURNEMOUTH:
24 Pan Office Road, Tel: 01202 312 292
GW POOLE:
Unit 12, Tembridge Centre, Tel: 01202 685 634
BOURNEMOUTH, Battle-Scar:
Tel: 01902 556194
BOURNEMOUTH, Marcella Toys:
Tel: 01902 716094
BOURNEMOUTH, Roberts Toys & Games:
Tel: 01902 440025
BRIDPORT, Frosts Toymaster:
Tel: 01308 422956
GILLINGHAM, Mervyn's Toys & Models:
Tel: 01492 852 888
SHAFTSBURY, Hardings:
Tel: 01747 852159
SHAFTSBURY, Howards:
Tel: 01747 852156
SHERBORNE, Pursuits:
Tel: 01535 516072
SWANAGE, Leonards:
Tel: 01508 426992
WEYMOUTH, Razzomatazz:
Tel: 01305 763001

ESSEX

GW CHELMSFORD:
256 Meadows Centre, Tel: 01245 490 048
GW COLCHESTER:
2 Short Wyke Street, Tel: 01206 787 279
GW SOUTHEND:
12 Southchurch Road, Tel: 01702 461 251
GW THURROCK:
Unit 41B, Level 2, Lakeside Shopping Centre, Tel: 01708 872 523
BRENTWOOD, B&M Cycles:
Tel: 01277 214343
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01206 826336
COLCHESTER, Toymaster Kingdom:
Tel: 01206 345045
HARLOW, Marquee Models:
Tel: 01279 425334
LEIGH-ON-SEA, Caliver Books:
Tel: 01709 473889
MALDON, Colin Bliss Models:
Tel: 01561 651397
RAYLEIGH, Toys N Tucks:
Tel: 01206 776581
SAFFRON WALDEN, Game On:
Tel: 0178 666 010
SOUTHEND-ON-SEA, Toymaster Kingdom:
Tel: 01702 243454

GLOUCESTERSHIRE

GW CHELTENHAM:
18 Phoenix Street, Tel: 01242 276 419
GW GLOUCESTER:
35 Clarence Street, Tel: 01452 355 033
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01951 820088
STROUD, Alan Tyndall:
Tel: 01453 764474
STROUD, Antics:
Tel: 01453 764497
STROUD, Cyberdine:
Tel: 01453 767722
STROUD, Pilsot Games:
Tel: 0870 242748
TEWKESBURY, Toy Zone:
Tel: 01684 285 776

HAMPSHIRE

GW BASINGSTOKE:
5 Poplar Way, Tel: 01256 466 050
GW PORTSMOUTH:
54 Anfield Street, Tel: 02332 670 266
GW SOUTHAMPTON:
25 East Street, Tel: 02380 331 962
GW WINCHESTER:
6 St Georges Street, Tel: 01962 802 199
ALDERSHOT, The Game Shop:
Tel: 01252 311459
ALTON, Alton Model Centre:
Tel: 01204 542044
ANDOVER, Hoggasaurus Toystore:
Tel: 01264 352 082
BASINGSTOKE, Otakars:
Tel: 01256 460516
FAREHAM, Fareham Toys and Hobbies:
Tel: 01329 288186
FARNBOROUGH, Darkstar:
Tel: 01502 376950
FLEET, Fleet Toys:
Tel: 01252 613549
GOSPORT, Cornucopia:
Tel: 02392 383 251
GOSPORT, JC Books:
Tel: 02392 580651

NEW MILTON, Toys of New Milton:
Tel: 01426 617805
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PETERSFIELD, Fun for All:
Tel: 01703 267221
PORTCHESTER, Wicor Models:
Tel: 02392 351180
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Tel: 01425 479444
ROMSEY, Roundabout:
Tel: 01794 512148
SOUTHSEA, Southsea Models:
Tel: 01705 732288
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259186

HEREFORDSHIRE

HEREFORD, Hereford Model Shop:
Tel: 01432 352889
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 612 782
ROSS ON WYE, Little & Hall:
Tel: 01585 502563

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
36 Bridge Street, Tel: 01462 249 782
GW ST ALBANS:
13 Heritage Close, off High Street, Tel: 01727 351 180
BARNET, Murray & Brand:
Tel: 0300 4400527
BERKHAMSTED, Homlins:
Tel: 01462 864642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 554 633
CHORLEYWOOD, Chorleywood Models:
Tel: 01992 594 319
HARPENDEN, Felicitations:
Tel: 01614 571 751
HATFIELD, Mr. Games:
Tel: 01707 568595
HERTFORD, Marquee Models:
Tel: 01992 604736
HITCHIN, Mainly Models:
Tel: 01462 422004
LETCHEWORTH, Comics Unlimited:
Tel: 01462 480078
ROYSTON, Toysshop:
Tel: 01763 245279
STEVENAGE, KS Models:
Tel: 01438 746610
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 291519

ISLE OF MAN

DOUGLAS, Jac Distribution:
Tel: 01624 821154
RAMSEY, Model World:
Tel: 01624 912948
ISLE OF WIGHT
NEWPORT, Toy & Models:
Tel: 01983 528558
NEWPORT, Wight World of Wargames:
Tel: 01983 580069
RYDE, The Sports & Model Shop:
Tel: 01983 862434
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617329
SANDOWN, Toymaster:
Tel: 01983 404182
SHANKLIN, Toymaster:
Tel: 01983 846524

KENT

GW BLUEWATER:
Unit 697B, Upper Thomas Walk, Bluewater, Greenhithe,
Kent, Tel: 01332 457 880
GW CANTERBURY:
Unit 2, Fox Row Lane, Tel: 01227 452 589
GW MAIDSTONE:
29 Fiddling Lane, Tel: 01622 877 430
GW TUNBRIDGE WELLS:
4A Canford Street, Tel: 01892 505 780
ASHFORD, Otakars:
Tel: 01234 567599
ASHFORD, GZ Computers Ltd:
Tel: 01234 663796
BEXLEY HEATH, Kri Krozy:
Tel: 0208 295 7172
BROADSTAIRS, Time & Space:
CRANBROOK, Whites:
Tel: 01233 713598
DOVER, Turners Models:
Tel: 01394 203771
GRAVESEND, The Stamp Centre:
Tel: 01474 334126
MARGATE, Toymaster Kingdom:
Tel: 01843 225199
ROCHESTER, Miniature World:
Tel: 01634 616598
SEVENOAKS, JH Lorimer:
Tel: 01732 430840
SEVENOAKS, Manklows:
Tel: 01732 454952
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01753 429 371
TONBRIDGE, Kids Stuff:
Tel: 01733 353 186

LANCASHIRE

GW BLACKPOOL:
8 Drey Street, Tel: 01253 702 030
GW BOLTON:
Unit 27, 86, Ainsfield Mx, Tel: 01204 362 131
GW PRESTON:
35 Water Arcade, Tel: 01772 821 855
ACCRINGTON, Twin Suns:
Tel: 01254 309653
ASHTON UNDER LYNE, Byte Size:
Tel: 0161 541 7599
BLACKBURN, Mercer & Sons:
Tel: 01594 389109
BLACKPOOL, Toymaster:
Tel: 01253 619661
BOLTON, Greens Toymaster:
Tel: 01204 596550
BOLTON, Toymaster:
Tel: 01942 815948
BOLTON, Whitaker's Toymasters:
Tel: 01204 368248
BURNLEY, Arthur Benn:
Tel: 01282 422 540
BURY, Toymaster:
Tel: 0161 761 8459
CHORLEY, A & B Games:
Tel: 01257 362658
CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 362658
CLITHEROE, Cowgills of Clitheroe LTD:
Tel: 01204 325497
KIRKHAM, RK Boyes:
Tel: 01772 571900
LANCASTER, Lawsons Toymaster:
Tel: 01524 645116
LANCASTER, Micro Markets:
Tel: 01524 649456
LEIGH, Storktown Limited:
Tel: 01524 671718
LEIGH, Toymaster:
Tel: 01524 671718
MORECAMBE, Richard Lancaster:
Tel: 01524 415 324

OLDHAM, Ottokers:
Tel: 0161 6381743

PRESTON, Toymaster:
Tel: 01772 987709

ROCHDALE, Microshack:
Tel: 01706 715090

ROSSENDALE, Rossendale Models:
Tel: 01706 251077

ST HELENS, Worgames World:
Tel: 01945 607500

THORNTON-CLEVEYS, Toy2save Collectables:
Tel: 01283 856099

WIGAN, Sophies:
Tel: 01942 720296

WIGAN, Wigan Model Centre:
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:
Unit 5, 10-20 Saver Street, Tel: 0115 853 0910

GW LOUGHBOROUGH:
22 Bagen Street, Tel: 01509 208 167

ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 414879

COALVILLE, Geoff's Toys:
Tel: 01530 483795

HINKLEY, Punctilio Model Spot:
Tel: 01455 203552

LOUGHBOROUGH, Geoff's Toys:
Tel: 01509 211305

LINCOLNSHIRE AREA

GW GRIMSBY:
9 Wind St Mary's Gate, Tel: 01472 347 757

GW LINCOLN:
Unit 2A, Sub-gate (on outside of Waterside Centre), Tel: 01522 618 027

BOURNE, GT Collectable Cards:
Tel: 01774 426200

GAINSBOROUGH, Toymaster:
Tel: 01427 670000

GRANTHAM, Arbon & Watts:
Tel: 01604 855030

GRANTHAM, Access Models:
Tel: 01479 505 001

LOUTH, Castaline:
Tel: 01509 418145

MABLETHORPE, Belas Toymaster:
Tel: 01507 475529

QUADRING, MS Sturgess:
Tel: 01775 015547

SCUNTHORPE, Shermans Model Shop:
Tel: 01774 842 439

SCUNTHORPE, Toymaster:
Tel: 01774 271030

SCUNTHORPE, Westgate Department Store:
Tel: 01774 281668

SKENESS, The Model Shop:
Tel: 01754 763240

SPALDING, Mason's Models:
Tel: 01775 728245

SPALDING, Spalding Models and Collectables:
Tel: 01775 713670

SPALDING, Westgate Department Store:
Tel: 01775 713624

STAMFORD, Hawleys:
Tel: 01780 782125

MANCHESTER AREA

GW MANCHESTER (central):
Unit 16A, Madison Way SEB, Ardwick Centre, Tel: 0161 834 6971

LEIGH, Toymaster:
Tel: 01942 671116

MANCHESTER, Waterstones:
Tel: 0161 837 2000

WARRINGTON, Steve Webb Models & Hobbies:
Tel: 01928 735225

MERSEYSIDE AREA

GW LIVERPOOL:
47 Lord Street, Tel: 0151 256 1454

GW SOUTHPORT:
Unit K2, Market Place Shopping Centre, Tel: 01704 801 259

GW WARRINGTON:
Unit 28, Time Square, Tel: 01925 551 989

WALLASEY, Fireside Miniatures:
Tel: 0151 691 1692

WIRRAL, RS Models:
Tel: 0151 346 4352

MIDDLESEX

ENFIELD, Jennings Stores:
Tel: 0208 8681904

UXBRIDGE, A Bovill Wright:
Tel: 01895 404 304

NORFOLK

GW NORWICH:
12-14 Exchange Street, Tel: 01603 767 036

CROMER, Medland Toys:
Tel: 01263 532177

DISS, Toymaster:
Tel: 01207 641745

EAST DEREHAM, Youngsters World:
Tel: 01286 562 372

GORLESTON, Toymaster:
Tel: 01493 443097

HOLT, Shirlings-Toymaster:
Tel: 01263 713 181

HUNSTANTON, Hunstanton Models:
Tel: 01493 553384 / 054468

IPSWICH, Toymaster Kingdom:
Tel: 01473 520495

KINGS LYNN, Westgate Department Store:
Tel: 01553 789581

KINGS LYNN, Empire:
Tel: 01553 785 174

NORWICH, Kerrisons:
Tel: 01603 493 093

NORWICH, Oliver's Toys:
Tel: 01223 520499

NORTH WALSHAM, Blackfish Games:
Tel: 01904 485 272

SHERINGHAM, Starlings-Toymaster:
Tel: 01263 602988

WYMONDHAM, The Toy Loft:
Tel: 01952 507 759

WROTHAM, Point House Toyshop:
Tel: 01463 728824

NORTHAMPTONSHIRE

GW NORTHAMPTON:
35 Prince's Walk, Grosvenor Centre, Tel: 01604 636 667

CORBY, Westgate Department Store:
Tel: 01536 201585

KETTERING, Toymaster Kingdom:
Tel: 01535 417447

KETTERING, Green Angel Cards & Games:
Tel: 01535 509 218

NORTHAMPTON, Toymaster:
Tel: 01604 620 033

RUSHDEN, Osborne Sports & Toys:
Tel: 01933 312410

WELLINGBOROUGH, Software Seller:
Tel: 01933 440691

NORTHUMBERLAND

ALNWICK, Woodys Computer and Video Game:
Tel: 01665 924951

AMBLE, Gremlynz Imports:
Tel: 0945 425 9306

HEXHAM, Fireplay:
Tel: 01434 606076

HEXHAM, Robbs Department Store:
Tel: 01434 625551

MORPETH, TG Allan:
Tel: 01670 515138

NOTTINGHAMSHIRE

GW NOTTINGHAM (central):
54a Fins Lane, Tel: 0115 946 0651

GW WARHAMMER WORLD:
Wadon Road, Lenton, Tel: 0115 936 8410

MANSFIELD, Bridge Street Model Shop:
Tel: 01930 922215

NEWARK, Access Models:
Tel: 01930 472110

NEWARK, Toymaster:
Tel: 01930 411211

NOTTINGHAM, Shawes:
Tel: 0115 941966

RETFORD, Toymaster:
Tel: 01777 706230

RETFORD, Puzzles Plus:
Tel: 01777 706230

WOODBOROUGH, Regency Printers:
Tel: 0115 865 0560

WORKSOP, Toymaster:
Tel: 01930 411310

WORKSOP, Model Base:
Tel: 01930 301 732

OXFORDSHIRE

OXFORD:
1A Bush House, West Inn, Hall Street, Tel: 01865 242 182

ABINGDON, Just Toys:
Tel: 01235 824 853

BANSUR, Trinder Bros:
Tel: 01865 582 540

BICESTER, Dentons:
Tel: 01235 824 853

CARTERTON, Giles Sports:
Tel: 01293 842006

COWLEY, Dentons:
Tel: 01865 789746

DIDCOT, Dentons:
Tel: 01235 618565

OXFORD, Boswells Toymaster:
Tel: 01865 241244

THAME, Pied Peddler:
Tel: 01494 350022

WALLINGFORD, Pettits of Wallingford:
Tel: 01491 546253

WANTAGE, Swampy's:
Tel: 01235 707055

WITNEY, Dentons:
Tel: 01993 704 979

SHROPSHIRE

GW SHREWSBURY:
16 Market Street, Tel: 01742 362 037

BRIDGENORTH, Hobby Horse:
Tel: 01749 706 050

NEWPORT, Model Mania:
Tel: 01753 510627

OSWESTRY, Funfayre:
Tel: 01691 670 645

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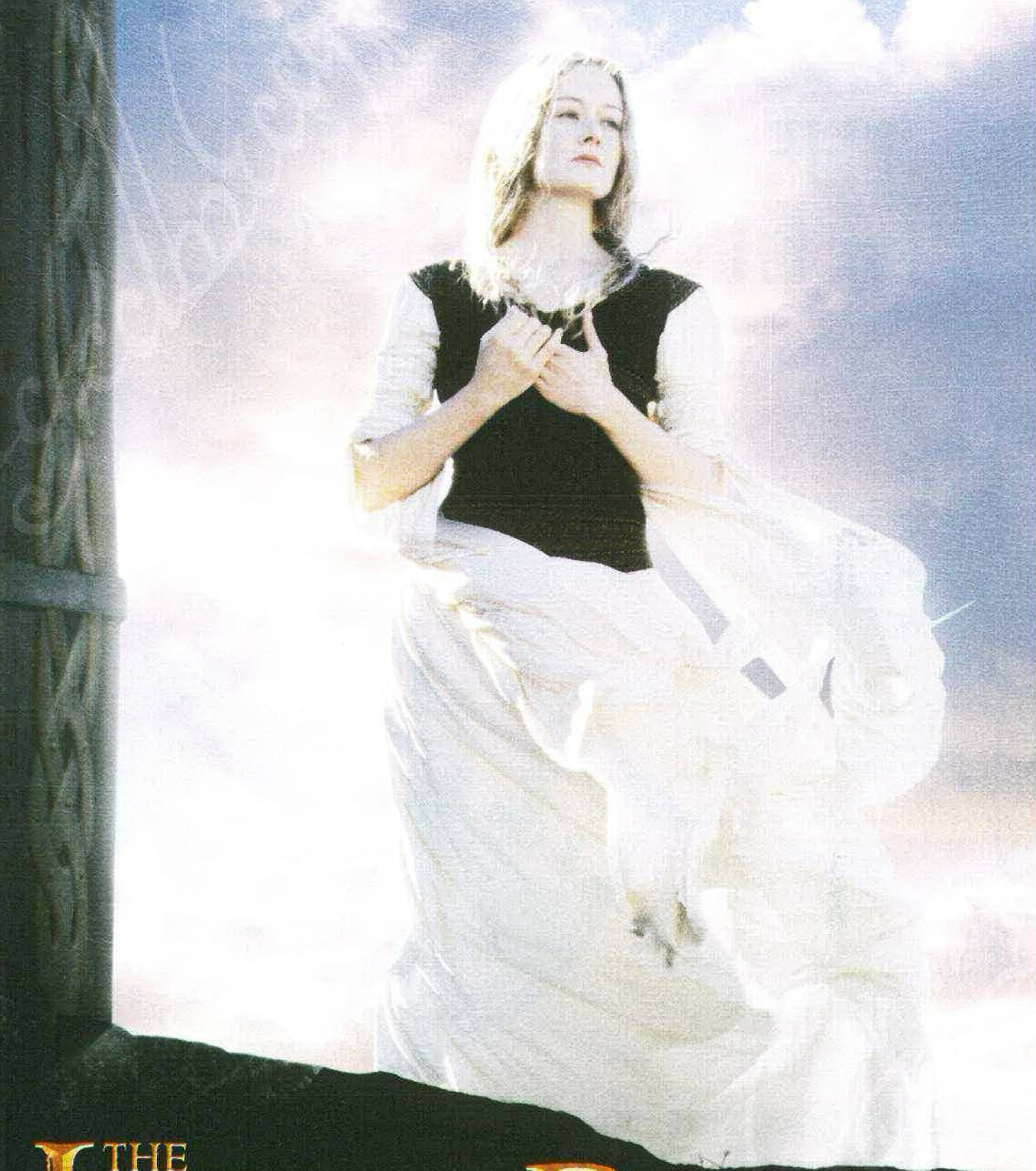
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

- The Battle of The Pelennor Fields: Designers' Notes
- Assault on Glamorgarth: Battle Report
- New Scenario: The Sands of Kârna

THE BATTLE OF THE PELENNOR FIELDS

Mat Ward traces the development of The Battle of The Pelennor Fields gaming supplement from Peter Jackson's movies and Tolkien's work to finished book.

As with Siege of Gondor, the intention of this book was to pick up from where the film left off. Good as the film is, it leaves some areas of the book unexplored and, of course, being gamers we all want miniatures to fill in the gaps. As this was the case, I already knew that many of the planned releases were already focused squarely on the forces of the Haradrim and accordingly I wanted the content of the book to also be fixed upon them. We'd already covered the Battle of the Pelennor Fields in great detail in the main The Return of The King rules manual, so this seemed like a very good direction to take, opening up all kinds of possibilities that we could explore – while Siege of Gondor relied heavily on the film, Pelennor Fields draws much of its inspiration from elsewhere.

When committing myself to this path, I was aware that I was setting myself a rather large challenge – what Tolkien wrote about Harad can be written on the back of a postage stamp (in big letters) – but it was something that I was determined to do. In essence, this is what makes Pelennor Fields different to any supplement that has come before. Whilst Siege of Gondor and Shadow and Flame concentrated on grey areas dotted here and there in the main texts of the book, there were literally chapters of reference material where Tolkien had gone

continued overleaf...

“Ride now, ride to ruin and the world's ending!”

Théoden, The Return of The King



The challenge of the Mûmak

Alessio Cavatore: Writing the rules for the Oliphaunt was not easy. I knew from past experience that such a huge and unusual gaming piece was bound to create trouble when it came to writing its rules – do the words Steam Tank mean anything to you?

I was aware that it was impossible to please everyone with these rules, but still it was such an exciting project that I couldn't resist taking that responsibility upon myself. It had to be mine! My own! My precious Oliphaunt!

The challenge was great. Just looking at the mock-up it was evident that an oval base like the

Mûmak's was unique in the game and presented an entirely new set of problems. Round bases have the great advantage of allowing maximum freedom of movement, they do not suggest any polarity in the move – no sense of "front" or "back". An oval base is different... people immediately feel that forward and backward moves should follow the longer axis of the ellipse, and rightly so. Assuming then that the player would have to point the base in the direction of

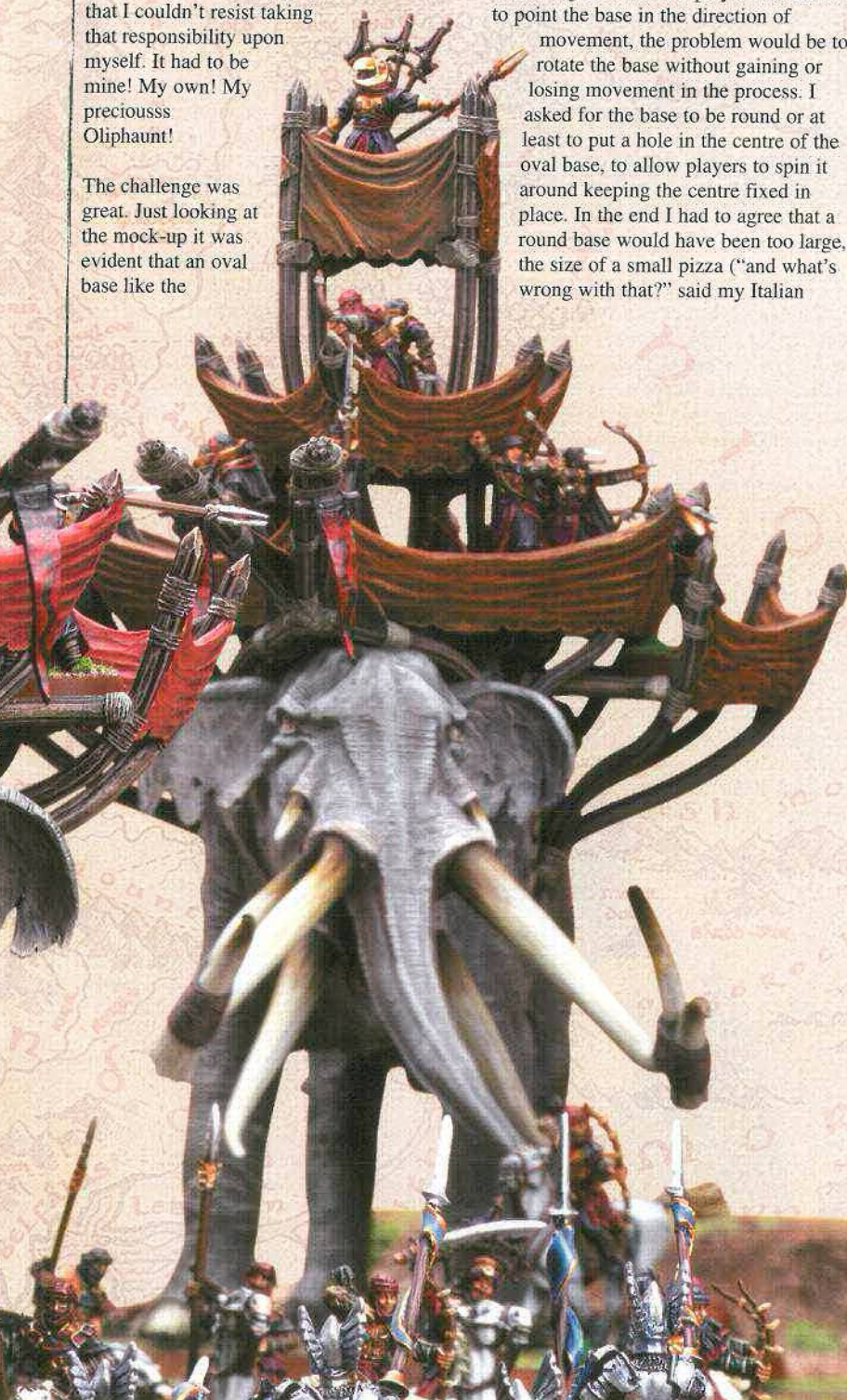
movement, the problem would be to rotate the base without gaining or losing movement in the process. I asked for the base to be round or at least to put a hole in the centre of the oval base, to allow players to spin it around keeping the centre fixed in place. In the end I had to agree that a round base would have been too large, the size of a small pizza ("and what's wrong with that?" said my Italian

blood) and that the base Alan Perry had sculpted looked so spectacular that ruining it with a hole would have been a great shame. We did come to a compromise though, and you will notice that the centre of the base is conveniently marked by a Rohirrim shield. Players can place a finger on it to achieve an almost clean spin and at the same time get a model that is worthy of a space on the mantelpiece! I haven't completely given up on the hole in the base though, as you will see later in a future White Dwarf.

Once the dynamics of the movement were sorted, the rest of the rules followed spontaneously. It was just natural that such a huge beast should trample models as it moved, and it was just a matter of tailoring the Strength and number of hits inflicted to make it hard but not invincible. The aim was that any normal trooper caught by a charging Mûmak should stand very little chance of surviving, but a great Hero should, on the other hand, be able to take its charge and fight back (at least as long as they have a Might point or two...).

I tried to keep the rules as easy as possible, but because of the very nature of the Mûmak they could not be too simple. After all, we are talking about the biggest plastic kit ever made by Games Workshop! It's a gaming piece that is far larger than anything else in the game (the Balrog's body is more or less as big as its head) and it transports up to 13 other models in a wooden tower on its back... With such a model, the temptation is to add a very large amount of rules to cover every detail of the many complex situations that arise. This would slow the game down, so eventually I forced myself to stop at a certain level of detail in favour of playability. As they stand, the rules for the Mûmak are more complex than those for any other single model, and I really didn't want to make them any more complicated than that.

To give you an example, I'd originally written rules allowing Good Heroes to jump on the Mûmak by spending a point of Might (à la Legolas), and then start fighting in the howdah. This was very cool, but it was such a huge can of worms, that I eventually decided to drop it. As it is, I hope you'll find the Mûmak an exciting addition to your games.





The Haradrim fight in earnest to drive the Men of Gondor from their lands.

into vast degrees of detail. Pelennor Fields, on the other hand, is a very different story indeed. Even in his extended works, Tolkien never truly explored the land of Harad. In essence, he left it as a great big, fuzzy, grey area. Naturally, this doesn't make for incredibly interesting reading in a

book the length of Pelennor Fields, so I needed to piece together everything that I could. Offhand text references, obscure mentions in the Tale of Years, I knew that I had to let nothing escape me as I tried to recreate the history of Harad from what few scraps I had. Even with this done, I was left

with an awful lot of gaps to fill (for a start, everything that I had found was from the point of view of the traditional enemies of the Haradrim and likely to be coloured by their own bias) and so we set out to build Harad from the ground upwards. Of course, there's always a risk involved in creating such a large swathe of material, but it's been a real labour of love. As Tolkien wrote in so little detail I was given freedom to create more or less as I wanted to, which made me all the more determined to ensure that what I was writing fitted in with what had gone before. As I started to pull everything together, I was left with a series of notes and ideas, not only for the history of Harad, but also elements of its language and culture. Wherever I could, I bound what I had created to elements that Tolkien had written. As a result, there are very few places where I've out-and-out constructed something entirely new. In fact, many good ideas were discarded early on, not because they weren't any good, but because they didn't quite fit with what Tolkien had written about Harad. What I was left with was a huge resource of what, why, when, where, and who – as a matter of fact, too big a resource for a 64-page book. Sadly, many elements had to go or become condensed for want of space, but you'll be able to see most of these in the forthcoming issues of White Dwarf.

Graham McNeill: Working on The Battle of the Pelennor Fields was a great opportunity for me to get involved with The Lord of the Rings game. Working on codexes for Warhammer 40,000 has kept me pretty busy over the last few years, but I'd always had a hankering to try my hand at a The Lord of the Rings supplement. I came to the project fairly late in the day, Mat having already penned most of the first half of the book. So I was tasked with writing the second half of the book, which dealt with Halbarad Dunádan, the Rangers of the North and several scenarios that reflected moments from The Return of The King, but owed more of a debt to the text of the book itself.

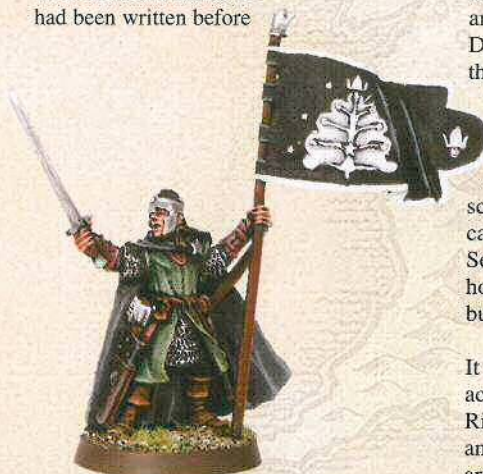
Halbarad, in terms of the text, is a fairly minor character, his primary claim to fame being that he carries a banner crafted by Elrond's daughter, Arwen Evenstar. After rereading the parts of the book he appears in, it was clear that these Rangers were a cut above your average human, what with having the blood of Númenor coursing through their veins. I wanted Halbarad to be a fairly tough character, but not too tough, given that he meets a rather perfunctory end during the battle (we only learn of his death in a list of those who will

never make it home!). I also decided to give him a slightly higher Will value (again to represent his Númenorean blood) and made Arwen's Banner something that would help in the desperate struggle of battle – especially in the final stages of the battles on the Pelennor.

The scenarios I wrote for the book represented pivotal moments from The Lord of The Rings that did not make the final cut of the movie or had been written before

we knew what a particular scene in the movie would play out like. I had particular fun with the Éomer's Rage scenario, throwing in as much as I could from the book that we had models for. It was also fun to include such a large number of Good Heroes, as I think that moment, as represented in both the film and the book, is fantastically dramatic. That was the most complicated of the scenarios I wrote and the one that took the most playtesting, but I believe it's worked out well and makes for an interesting and fun game. The Glory of Dol Amroth is also a challenging scenario, that makes the Good player work hard for a win, but the tactical considerations the Evil player has to make to prevent his opponent from winning means it plays as a slightly unusual game. The last scenario I wrote was a good old-fashioned cavalry charge – Théoden against the Serpent Lord, with loads of angry horsemen charging at one another. Simple, but fun; a bit like me.

It was great fun to work on this book and actually write stuff for The Lord of The Rings. The book has a wealth of scenarios and background to keep even the most ardent The Lord of The Rings fan happy... oh, and a bloomin' huge elephant!



Halbarad Dunádan.

THE HARADRIM

With the stage now set, it was time to move onwards and decide what to do next. As we'd already covered the Battle of the Pelennor Fields itself in *The Return of The King*, I didn't want to simply duplicate the scenarios we'd already explored.

Accordingly, the first chunk of Pelennor Fields is dedicated to the northward journey of the Haradrim, set many days before the siege of Minas Tirith begins in earnest. To re-enact this, the forces of Harad needed to be mustered. Though Harad isn't quite the barren desert that it is sometimes portrayed as, it is an arid and inhospitable place and its warriors needed to reflect this. Haradrim tribal warriors mainly carry only a spear or a bow. This is very much a result of how they live – a shield is more a burden than a help in the heat of their land, while metal is so rare that only individuals of the highest status can afford to carry a hand weapon. To represent the mainstay of the Harad army, this supplement is accompanied by brand new plastic warriors – in my opinion, the best that we've yet seen for *The Lord of The Rings*. Of course, the Haradrim are capable of mustering as varied an army as anyone, and it was important to represent this as best we could. Accordingly, the Evil player can also muster Haradrim Raiders (also known as Serpent Riders), fast and deadly horsemen, armed with lance or bow. To represent the unusual political situation in Harad, the Heroes each represent a different faction. First of all are the regular Harad chieftains who each command the warriors of their tribe, and whose loyalties are generally to their followers and whosoever they see as being their commander. The second group of Heroes are the Hāsharii, the ruthless overseers and enforcers of the land of Harad. The leftover remnants of a cult of Sauron's creation, the only dedication they hold is to the corrupt lords of Umbar. Last, but not least, is the commander of Harad's armies at the end of the Third Age, Suladān, the Serpent Lord, a man who wishes to free his people from the control of Umbar (but not necessarily for the good of all). Should the ruin of Gondor be the price of freedom for

Prince Imrahil of Dol Amroth. The final addition to the

Evil forces in this book needs very little in the way of introduction – the Mûmakil (see, I didn't forget them). If there's one thing that sticks in your mind from the film of *The Return of The King*, it's probably this 30 foot tall rampaging war-elephant (or possibly the Witch-king, but that's just me).



Prince Imrahil of Dol Amroth.



The Knights of Dol Amroth charge The Haradrim.

Alessio talks about this large critter on the previous page, so I'll not go into any detail about it here, but never fear, the size of the model (and the way it behaves on the table) more than does justice to the film. With three different Hero classes, two distinct types of Warrior and a big beastie of mammoth proportions (sorry – couldn't resist), the Harad army is very much a going concern and a fitting force for new and experienced players alike.

THE JOURNEY NORTH

With the principal players of the Evil side in place, all that remained was to give them a foe to oppose them who was worthy of their mettle. Who better to do this than

Imrahil and the Knights of Dol

Amroth? For me, Imrahil remains one of the more memorable characters in the book, tirelessly encouraging the flagging spirits of the Warriors of Minas Tirith even as their citadel is brought under siege. Sadly, he had no part to play in the film, but this opportunity to bring him to the fore could not be missed.

Thus it is under Imrahil's leadership that the defences of South Gondor are held against the advancing Southrons.

Imrahil and the Knights are everything that should be expected from the pinnacle of Gondor's military tradition but are few in number and rely heavily on the more common warriors of Gondor. As for their struggle, the seven scenarios that make up the Harad section of the book follow not

only Imrahil's defence of Harondor, but also Suladān's bid to gain control of Harad so that both Good and Evil players can feel that they have something concrete to aim for over the course of their games. I've tried to create scenarios with a slightly different twist to them, without compromising playability. The scenarios range in size from a handful of models all the way up to complete army battles, but all can comfortably be played in less than two hours. As in *Siege of Gondor* and *Shadow & Flame* the scenarios in the first half of the book all tie together into a campaign that brings the various characters to the forefront of the action.

THE PELENNOR ITSELF

The second half of the book, penned by Graham McNeill and Adam Troke, deals much more with the meat and bones of the Battle of the Pelennor Fields itself. Adam's scenario is a prologue of sorts, recounting Faramir's ambush of the Haradrim army, as told in *The Two Towers* – though we covered this in *The Two Towers* rules manual, it seemed only fair to replay it with the historical participants. In the remainder of the book Graham weaves the key events of the Battle of the Pelennor Fields into a series of scenarios, from the desperate sally of the Knights of Dol Amroth to Éomer's stand by the Harlond.

So there you have it, Pelennor Fields in its entirety. Eleven new scenarios, over ten profiles for new Warriors and Heroes, painting and modelling guides – and that's before you go into the maps and background information. The battle has well and truly begun.

ASSAULT ON GLAMORGARTH

A battle report for The Lord of The Rings by Adam Troke and Graham McNeill

In this month's The Lord of The Rings battle report Adam Troke sends forth the Haradrim, supported by the awesome Mûmak, as they attack the forces of Good commanded by Graham McNeill. Will the defenders hold out, or will the Mûmak trample all before it?

Having achieved complete control over his army, Suladân has assembled his forces for one great assault upon the defences of southern Gondor. On the far side of the Poros, Imrahil has correctly interpreted the lull in fighting – he knows that the next attack will be the final one and that his troops cannot hold any longer. With his forces tired and weary, the prince knows that he must buy time for the bulk of his warriors to escape. Before night falls, much of the army of Dol Amroth begins its journey up the Harad Road toward Minas Tirith, while a bold few remain behind to slow Suladân's assault.

Participants

Good

- Prince Imrahil of Dol Amroth (on foot)
 - Maethor (Captain of Men on foot)
 - 10 Knights of Dol Amroth (on foot)
 - 12 Warriors of Minas Tirith with shields
 - 12 Warriors of Minas Tirith with spears and shields
 - 12 Warriors of Minas Tirith with bows
- Up to one Good Warrior may carry a banner.*

Evil

- Suladân
- 1 Mûmak
- Guthârîc (Haradrim Chieftain on foot)
- Hagrâz (Haradrim Chieftain on horseback)
- 24 Haradrim Warriors with bows
- 24 Haradrim Warriors with spears
- 5 Haradrim Raiders with lances
- 5 Haradrim Raiders

Up to two Evil Warriors may carry a banner.

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The main tower of the Glamorgath is deployed 12"/28cm in from one table edge. A line of barricades stretches across the length of the board, 24"/56cm from the Harad board edge (see map).

STARTING POSITIONS

The Good player deploys Prince Imrahil and at least half of his Warriors in base contact with the line of barricades. He then deploys Maethor and the remaining Good Warriors in or within 3"/8cm of the tower.

When this has been done, the Evil player deploys his entire force within 6"/14cm of the Harad board edge.

OBJECTIVES

At the end of each turn, roll 2D6 and multiply the result by 10. This is how much of Imrahil's retreating army has managed to



reach a safe distance. Keep a running total of how many troops have escaped in this fashion. Once this total reaches 300 or more, Imrahil and any remaining Good models may attempt to withdraw from the battle by exiting from the Gondor table edge. Until this point, they may not voluntarily move more than 3"/6cm from the barricade.

Once all Good models have been slain or have fled the board, roll a D6 for each model that has left the table, adding 1 to the roll if five or less Evil cavalry models are still alive. On a result of 1-3, the unfortunate individual has been caught and killed by the pursuit. If the roll is 4-6, they have successfully escaped and live to fight

another day. Might may be used to influence this roll.

If at least 10 Good models, or Imrahil and five other models, manage to escape the board (see above) the Good side wins. Any other result is an Evil victory.

SPECIAL RULES

Unrelenting Assault. When an Evil Warrior (on foot) is slain, the Evil player may put it aside to use it as reinforcements. At the end of each of the Evil player's Move phases, he may roll a D6 for each model put aside in this way. On the roll of a 4+, that model may move onto the board from the Harad table edge. Newly arrived models may not charge in the turn that they arrive, but may

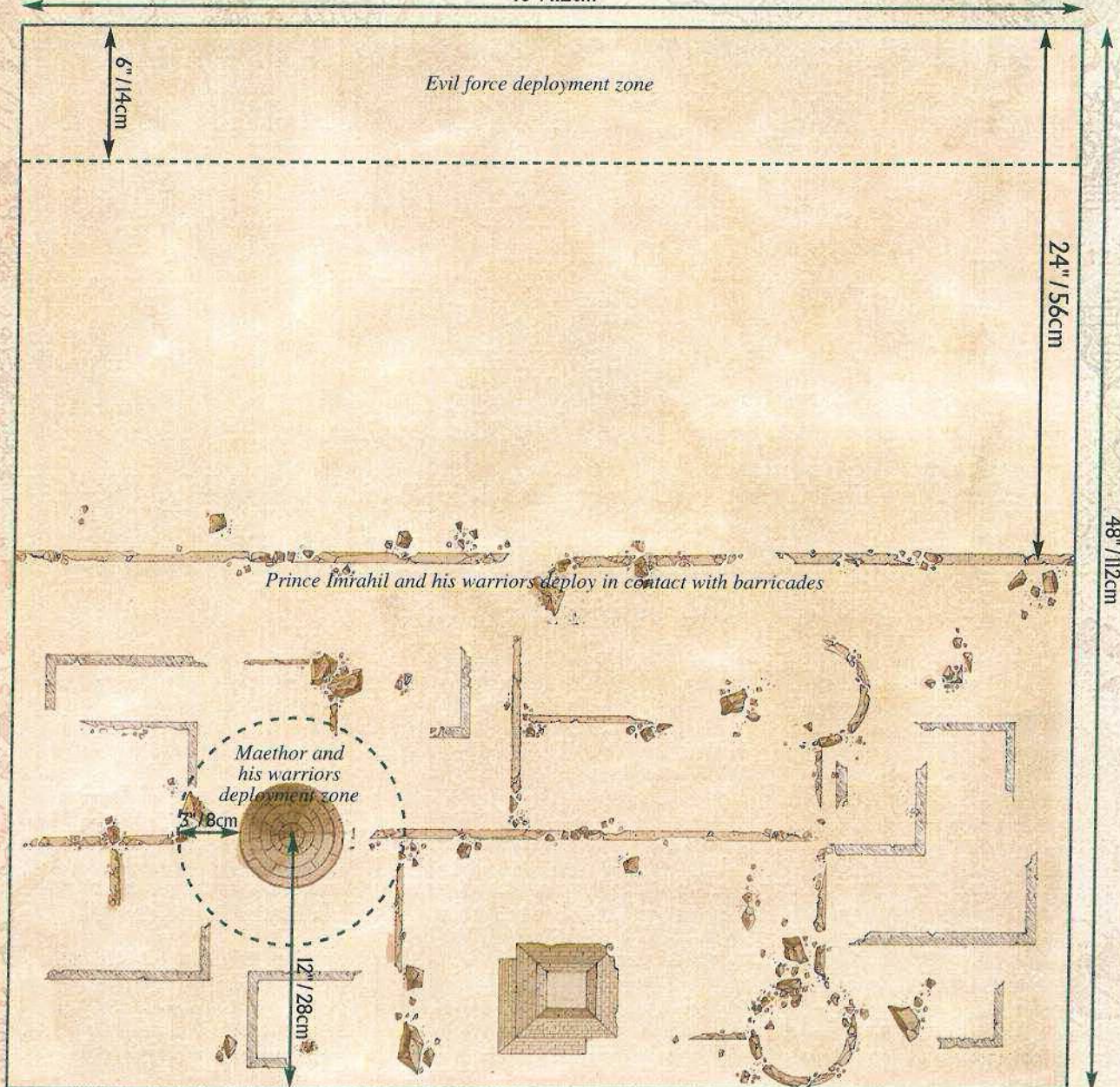
POINTS MATCH: WITHDRAWAL

If you want to use this scenario to re-fight a Withdrawal scenario with different participants, choose two forces. The defender (the Good force) should have about half as many points as the attacker (the Evil force).

otherwise act normally. On a roll of 3 or less, the model does not arrive, but may be rolled for in the next turn.

No Surrender. The Good side does not take Courage tests for being below 50% of their starting numbers in this scenario.

48" / 112cm



48" / 112cm



The Forces of Good



Graham McNeill: I knew this was going to be a tricky game to win from the outset. Seeing the swathe of Harad models across the table accompanied by a

Mûmak was an unsettling sight to say the least. But I had Prince Imrahil of Dol Amroth in my corner, one of the hardest characters in the game, and I knew I could count on him to hold the enemy at bay. The Knights of Dol Amroth are also tough hombres and would be key to holding the wall against the more numerous Warriors of Harad. But all their courage and skill at arms would avail me nothing if I allowed a huge elephant to thunder into my men and trample them into the ground!

My plan was, from the outset, to keep a steady rain of arrows from the archers on the Mûmak to see if I could get it to stampede and run amok in the Harad lines – about the only chance I had of stopping it. The bows only have a Strength of 2, but with enough of them, I might stand a chance of doing a wound to the monstrous beast. Sure, that would mean most of the Haradrim Warriors would get to the wall untouched, but I had faith in the steel and courage of my warriors. With Imrahil's ability to act as a banner for any of the Knights of Dol Amroth, I knew they stood a good chance of holding out. Being able to fight from behind the wall was also a great advantage, as it meant that even in the fights my men lost, the Haradrim Warriors would still need to roll a 4+ to strike them.

Without knowing where the Evil force would be set up, I split the Knights of Dol Amroth between the two flanks and put Imrahil with one group, thinking that wherever the main threat materialised, I could either keep Imrahil where he was or move him out to be best placed to make use of the In Defence of Gondor special rule. I kept the archers close to the wall to shoot the Mûmak and the spearmen back at the tower, ready to move forward and reinforce the Knights of Dol Amroth.

After that, there wasn't much to do but wait for the Evil force to come at me and hope that I could do enough damage to the Mûmak before it reached my lines. I didn't want to think of the carnage should it make it to my warriors...

Bay of

The Forces of Evil



Adam Troke: Between glory and me lies the ancient fortress of Glamorgarth. Crumbling masonry, fallen into disrepair over hundreds of

years, and a meagre force of Gondor's Warriors shouldn't prove an impossible obstacle, should it? My force outnumbers the defenders by a frightening margin, and at the forefront of my army marches a dreaded Mûmak. All the advantages for the oncoming confrontation are mine but, I'll be honest, even as I write this introduction I am a little nervous. It's my first Battle Report on my own and apparently in Games Development, it's traditional for you to lose your first one. Graham seems exceptionally keen to uphold that tradition.

So what is my battle plan? I've done a lot of play-tests with the army of Harad and I am confident I know their strengths and weaknesses. The trick will be to get my forces over the wall as fast as possible. Imrahil and his men only need to stay and fight the Haradrim until a sufficient number of their forces can withdraw. The mighty Prince of Dol Amroth is intent on saving as many lives as possible. Suladân has no such intention. A full-scale assault on the wall is the order of the day! I will concentrate my advance in two main areas. The Mûmak advancing on my left flank by keeping it at least 8"/20cm from the board edge, I'll ensure that the awesome monster has the best chance possible of reaching the enemy lines without stampeding off the board.

On my right flank, Suladân and Hagrâz will surge forward on their horses, leading the Haradrim Raiders. My intention is to burst through the thin line of defenders holding the wall and create a space wide enough for the Warriors on foot to climb over when they arrive. Then, by use of a simple enfilade, I can sweep down Graham's line, charging down the wrong-footed defenders and driving his men back against the wall they were trying to hold. By getting my Raiders behind him I can hopefully harry

Graham's retreat and prevent him escaping in sufficient numbers. Guthârîc will lead the spear-armed Warriors towards the wall, following Suladân's charge. There they should be able to cross unimpeded and form up a comfortable battle line on the other side. Assuming the Mûmak does its job, I should be able to herd the beleaguered defenders towards my Warriors, allowing Suladân and the Raiders to pick off any lone stragglers.

My bowmen are going to lurk behind my main advance. Their weakness in combat, and their ability to use poisoned arrows means that they are best used at a distance. With any luck I will be able to single out Imrahil for some attention from my bowmen before the forces clash, maybe depriving him of a wound or two. Because of his tremendous leadership abilities and the Knights of Dol Amroth's special rule, Imrahil and his Knights are a key part of Graham's force. In Defence of Gondor, Graham will most likely keep Imrahil in the centre of the battle line. By attacking his flanks I will be able to force Graham to commit to stopping either the Mûmak or Suladân's advance. Either way, one or other of my thrusts should break through. So long as my plan works...



The defenders stand fast.



TURN ONE

With a mighty shout, the army of Suladân, Serpent Lord of Harad, surged forwards towards the thin line of warriors of Dol Amroth. Imrahil, seeing the disposition of the Harad army, rushed with his Knights along the line, eager to reinforce the centre where the fighting would be thickest and distance himself from the Mûmak that was directly before him. The defenders knew that they had only to hold their position a short time, allowing their comrades elsewhere to escape to safety before they too could begin to fall back. Grimly they chose their positions and prepared for the ranks of the Haradrim to engage them. Bellowing in fury, the Mûmak lumbered towards the right of the Good force's line. On their left the Raiders, Suladân and Hagrâz shielded themselves behind their men, moving with all haste towards the crumbling walls of the Glamorgarth. In the centre Guthâric marched with his company of spearmen directly towards the walls.

The bow-armed Warriors of Harad halted in their advance for long enough to unleash a torrent of poison-tipped arrows onto the defenders, however they were too well concealed and their armour proved sufficient to prevent injury. The Warriors of Minas Tirith armed with bows drew hard on their strings and let fly with their arrows at



The Mûmak heads straight for Prince Imrahil.

the raging Mûmak charging towards their lines. However, such is the thickness of its hide that no real harm was sustained. Unperturbed by the arrows their mount attracted, the archers mounted in the howdah let loose their return fire and managed to score a wound on a Warrior of

Minas Tirith with spear and shield, who collapsed to the ground with a poisoned arrow piercing his throat.

Graham rolled a total of 5 on his 2D6 allowing 50 men to escape the doomed Glamorgarth this turn.



Spearmen rush to defend the wall.

TURN TWO

Seeing the red and black line of attackers surging towards the wall, the defenders took this last chance to redress their lines.

Imrahil and the core of Knights around him continued to the left of the wall, the bow-armed Warriors of Minas Tirith giving their space at the barricade willingly to the noble Warriors of Dol Amroth. The spearmen from the tower fully reinforced the Knights on the leftmost flank, with Maethor striding into the front rank, shouting encouragement to the warriors around him. With practised precision the Haradrim Raiders divided their ranks, allowing Suladân and Hagrâz to charge forward and engage the warriors at the wall, the Raiders drawing their bows as they prepared to fire on the defenders. Suladân, crying a challenge to Maethor, brought his horse to the wall against him, while Hagrâz lowered his lance and rushed at a lone Warrior of Minas Tirith. On the opposite flank the Mûmak changed its angle of approach slightly and rushed for Imrahil's new position, the ground thundering beneath its mighty feet. The spear-armed Haradrim continued their advance under the watchful eye of Guthâric and the ominous shadow of the Mûmak.

Noting the closeness of the Mûmak, Graham saw that his time was short, so the Warriors of Minas Tirith armed with bows redoubled their efforts and shot at it once



The Haradrim Raiders breach the Dol Amroth barricades.

again. This time one of the brave archers was fortunate enough to score a wound upon the beast. The great animal bucked and reared in pain, and Adam failed the Courage test to keep the beast from stampeding next turn, spelling potential disaster for his nearby spearmen. Even as the Mûmak Commander fought to control the panicking creature, the archers in the howdah returned fire, but were unable to fell any of the Good soldiers. Everywhere else the Evil army fired its bows and for a moment the sky above the defenders was darkened with black-fletched arrows. Miraculously, when the patter of arrow

heads striking shields and stone had ceased, not a single Good warrior was slain.

Unaware of the failed efforts of his archers the Serpent Lord struck out at Maethor who, despite his bravery, was sorely outmatched. Slashing over the barricade Suladân opened a terrible wound in the Good Hero, but was unable to slay him, his horse shying away from the wall.

Hagrâz fared worse than his commander; the spearman he opposed easily defending himself from the fierce lance thrusts that came his way.



Imrahil's force prepares to meet the charge of the Haradrim.

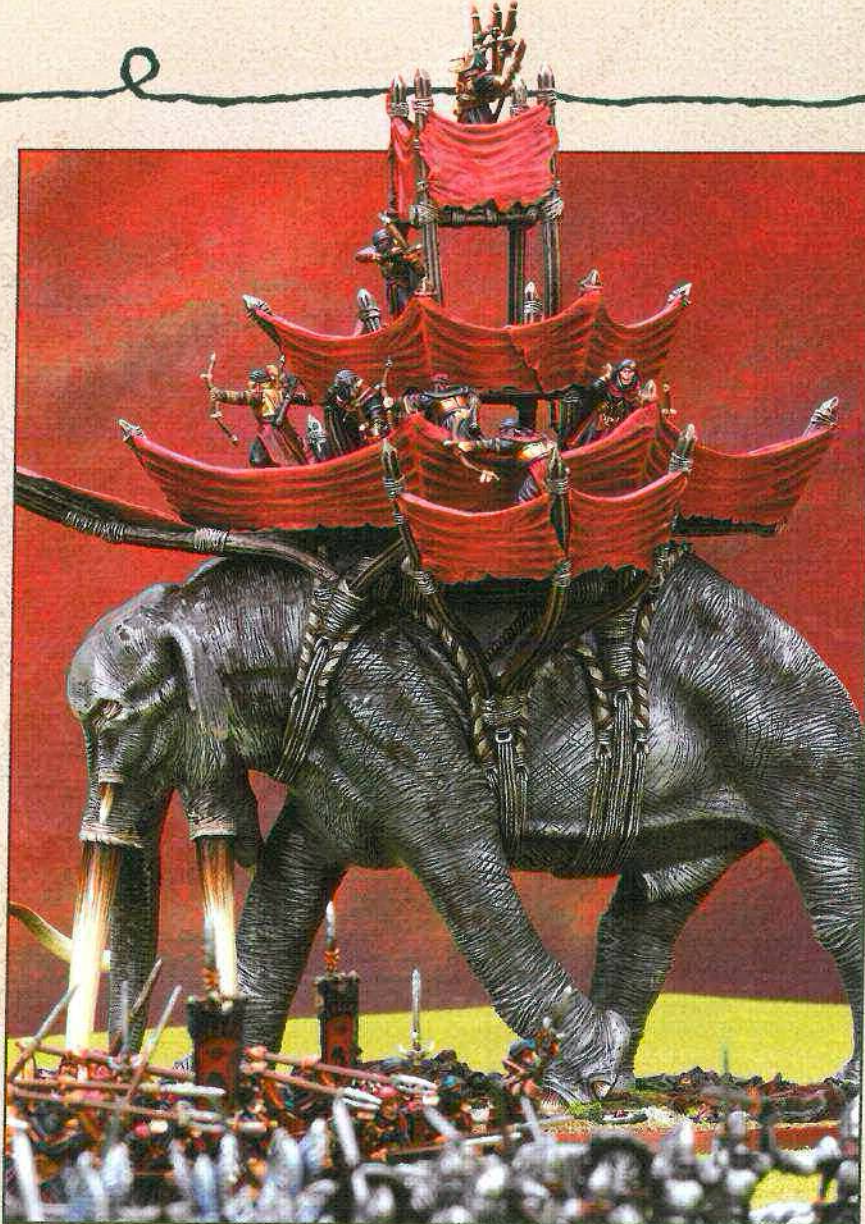
This turn 90 more defenders safely escaped the area, bringing the total to 140, nearly half of the required amount.

TURN THREE

Winning priority, Graham sized up his options carefully before beginning his movement. He altered the position of a few models, though the bulk of his force remained stationary. Imrahil and his men at the wall beat their swords against their shields and shouted in triumph and pride as the Mûmak began to stampede, the commander in the Howdah unable to distract it from the agony of the arrow in its leathery hide. Seeing the beast about to lose control Guthâric desperately issued a heroic move to the men about him, rushing his Warriors away from the likely path of the wounded beast. With a look of glee Graham turned the Mûmak about face and moved it away from the wall and his own men. The crew on the howdah held on for dear life as the beast trampled away, two of them falling from their perch to suffer painful deaths beneath their angry mount. Graham, seeing Adam had managed to move the bulk of his spearmen to safety, selected the nearby Haradrim archers for destruction. The line of bowmen who had been advancing slowly beside the Mûmak howled in terror as the raging beast trampled across them, Graham taking great pleasure in seeing all six crushed to death. Both sides exchanged volleys of arrows, the Good archers inflicting another wound on the Mûmak, however Adam passed his Courage roll this turn.

At the other end of the field, Suladân, Hagrâz and three of the Raiders charged in against the defenders manning the wall, Suladân singling Maethor out again, whilst the others charged a mixture of Warriors and Knights of Dol Amroth. Hagrâz struggled yet again with his spear-armed adversary, relying on a point of Might to guide his lance stroke over the wall. He was forced to use another Might point to fell his adversary, before leaping over the wall and taking his place. Beside his chieftain, a Raider armed with lance was beaten back by a Knight of Dol Amroth, the expert warrior cutting the Southron from the saddle with practised ease. Elsewhere, a Raider managed to cut down a spear-armed Warrior of Minas Tirith, crossing the wall as he did so. In an act of sheer desperation, Maethor spent a point of Might to best the Serpent Lord in their continuing fight, pushing him back but not wounding him.

Graham enthusiastically rolled the dice to see how many warriors had escaped this turn, bringing the total to 200. If he was lucky at the end of next turn, he might be able to begin falling back.



The Mûmak stampedes through its own force.

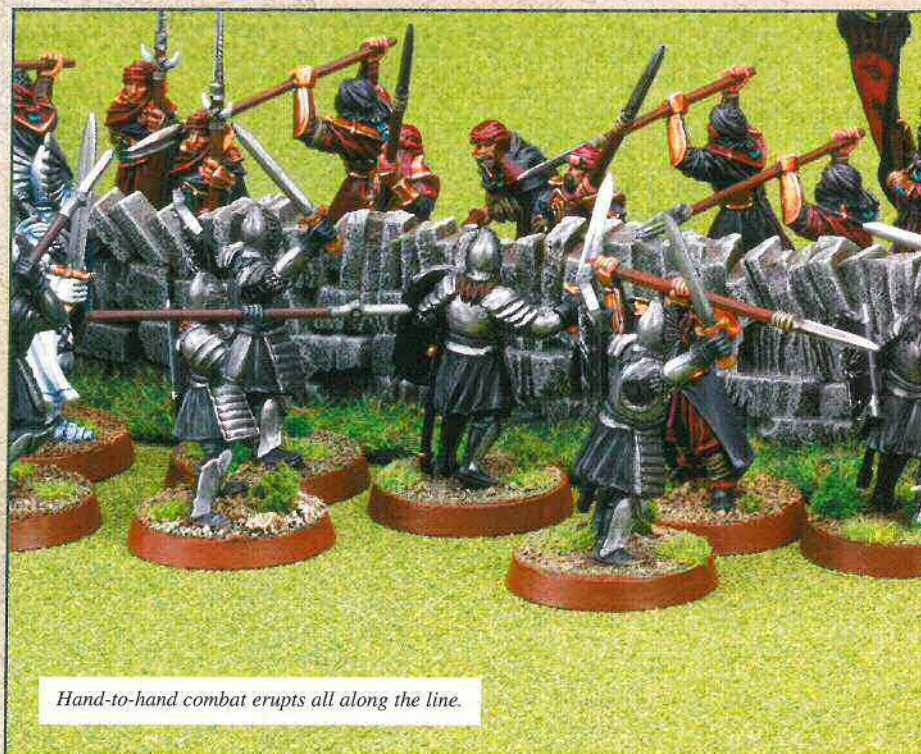


Haradrim Raiders cross the barricades.

TURN FOUR

Adam was very pleased to win priority at last, allowing him to crash his battle line against the defenders at the wall. If he was to have any chance of winning he had to cross the barricade and cut off Graham's escape. The Haradrim spearmen charged against the main bulk of the defenders in the centre. Suladân charged a Knight of Dol Amroth, leaving Hagrâz to deal with Maethor who stubbornly held the wall. Adam reasoned that now that Hagrâz was across the wall, he should be able to make short work of the wounded Hero before rushing off to cut off any possible lines of retreat. Elsewhere the Mûmak arrested its stampede and began lumbering back towards the wall, and the remaining Haradrim archers advanced. The slain Haradrim infantry began to trickle back onto the battlefield thanks to the Unrelenting Assault special rule and some incredible dice rolls. With most of his models engaged in combat, Graham moved his spearmen into the best positions to lend support and made sure that his archers had clear lines of sight at the Mûmak.

The shooting finally began to look promising for the Evil side as the archers who entered play unleashed a volley onto the defenders around Imrahil. A Knight of Dol Amroth fell dead. Unfortunately so did a Haradrim spearman, the victim of careless aim. Elsewhere the other bowmen killed another defender and the archers on the howdah accounted for three Good archers between them; two thanks to the Poisoned Arrows special rule. In retaliation, the Good archers fired yet again on the Mûmak, but to no effect. In the Fight phase two



Hand-to-hand combat erupts all along the line.

Haradrim Raiders were cut down, as were a Knight of Dol Amroth and two spearmen of Minas Tirith. Maethor and Hagrâz duelled bitterly against one another, Maethor spending his last Might point to force a roll off to see who won. Luck was on his side and Hagrâz was wounded. Even worse for Adam Suladân lost his fight against the Knight of Dol Amroth who, to add injury to insult, struck a wound from the Serpent Lord which Adam then failed to save with a Fate roll. This turn had been costly for both

sides, but it looked as though Imrahil and Maethor might yet be able to hold back the Haradrim.

Graham rolled a seven this turn for escaping Warriors, raising the total to 270. Barring a miracle for Evil, the Good force would soon begin its retreat.

TURN FIVE

For the second turn in a row Adam won priority. Graham looked concerned as Adam ran his spear-armed Warriors away from the Mûmak as fast as he could. Then the Mûmak began its move. Ignoring the wall it stomped into the Warriors milling about before it. It crushed two unfortunate Warriors of Harad, three Warriors of Minas Tirith with shields, two with bows and two Knights of Dol Amroth, only stopping when Adam failed to kill a third Knight with three Strength 9 hits. Now the lucky Knight would have to fight the terrible beast in the Fight phase too! The Mûmak might have taken a while arriving, but its effect was profound! Imrahil, seeing his Warrior in peril, attempted to charge the beast himself. However his resolve crumbled (as Graham rolled double 1) and he fled in terror along with one of his Knights, who also managed to roll a double 1! On the left flank Adam charged his Warriors into combat once more. Suladân, outraged at his failure, selected the same Knight for his attentions this turn too. Maethor and Hagrâz continued their duel to the death.



More Haradrim Raiders pour over the barricades.



With the bulk of their archers dead or trying to escape the Mûmak, the Shoot phase for the Good side was uneventful. The Evil side managed to strike the fleeing Prince of Dol Amroth twice, once from a volley and once from the archers in the howdah and, thanks to sheer luck and a poisoned arrow, they managed to take two Wounds from him. Graham failed both Fate rolls by rolling a 1 for each, grimly taking the Wounds, and

saving his last Fate point for later. The Fight phase started well for Adam with Hagrâz knocking Maethor to the ground and killing him with his lance. However, the Good side mounted a comeback; they killed a Haradrim Raider, took another Wound from Suladân and even beat the Mûmak in combat with the same courageous Knight of Dol Amroth who had halted its terrible advance earlier.

This turn Graham rolled 8 on his dice (despite Adam chanting "double 1"), meaning that 80 more defenders had retreated to safety, and the total was up to 350. Next turn the Good side could begin trying to retreat off the board. With the Mûmak crashing through Graham's lines, it was not a moment too soon for the Good side to withdraw. Everything would depend on how many men could escape.



A lone Knight of Dol Amroth halts the Mûmak as Prince Imrahil makes his escape.



The forces of Good refuse to give up the fight.

TURN SIX

With another stroke of luck Adam again won priority. Straight away Graham had Prince Imrahil call a heroic move, allowing Imrahil himself and a number of Warriors about him to rush towards the board edge. Once that was completed Adam carefully positioned his spear-armed Warriors of Harad so that he could bring his Mûmak further along the wall to 'scrape the defenders off'. However, fortune is fickle and the Mûmak failed to kill the first model it contacted, a lone spearman, who would now have to face the mighty beast in combat. Suladân, Hagrâz and the Raiders who had crossed the wall all charged Good warriors, eager to break through their thin line and chase down Imrahil and his retreating troops.

The Shoot phase was uneventful with neither side scoring any wounds, despite two volleys being directed at Imrahil and the crew of the Mûmak literally showering him in arrows. In the Fight phase another Raider was cut down by a Warrior of Minas Tirith, a Knight of Dol Amroth slew a Haradrim Warrior and the Mûmak crushed the lone spearman with ease.

TURN SEVEN

For the fourth turn in a row Adam again seized priority. Seeing him reaching for the Mûmak, Graham had Imrahil call another heroic move, hoping to keep as many warriors from harm as possible. Adam had the Mûmak Commander call a heroic move too, and in the following dice roll Evil won. Rotating the Mûmak carefully Adam

managed to get an angle where he could run down five Good models, mercilessly squashing a spearman, a Knight of Dol Amroth and three Warriors with shields. Immediately following this Imrahil and the Warriors close enough to him moved as fast as they could towards the board edge. Suladân and Hagrâz charged into combat while three of the Raiders broke off, riding as fast as they could to try and cut off Imrahil's retreat. The remaining defenders at the wall were engaged by the spearmen still led by Guthâric. Again the shooting was ineffective. Only the archers in the howdah scored a kill, thanks again to their poisoned arrows. The Good archers were

too busy retreating to pause and return fire back at the enemy.

In the Fight phase Suladân issued a heroic combat. Easily despatching the spearman he was pitted against, he swiftly rode off, catching up with the Raiders on the left flank. Hagrâz slammed his mount into two spearmen, bowling them to the ground and lancing both with brutal efficiency. The left flank had collapsed utterly. However, in the centre, Guthâric was beaten back and wounded by the Warriors at the wall as three of his spearmen were killed. Outnumbered and surrounded, the defenders of Gondor fought on!



Haradrim Raiders race to stop Prince Imrahil from escaping.



The forces of Good flee before the awesome might of the Mûmak.



Haradrim Raiders arrive too late to stop Prince Imrahil and a handful of defenders from escaping.

TURN EIGHT

Again the Evil side won the Priority roll, making it five turns in a row! Seizing the initiative, Adam turned the Mûmak to face the last few defenders at the wall. As it charged, it crushed the valiant Minas Tirith Banner bearer, three Knights of Dol Amroth and three spearmen of Minas Tirith, annihilating the remaining defenders and leaving only a lone Swan Knight bravely fighting to the death. The spear-armed Haradrim and Guthâric made one more mighty charge against the beleaguered Knight as all the horse-mounted Warriors and Heroes raced after the fleeing defenders as fast as they could.

Taking his chance to escape, Imrahil moved off the board with one of his Knights, the remainder of his warriors moving into position to escape next turn. The Shoot phase was over quickly, with two inaccurate volleys from the Haradrim archers failing to score any wounds. The last Knight at the wall was cut down in a welter of blood as Guthâric and his men scrambled over the wall, jubilant at clearing the barricade at last!

TURN NINE

Finally, Good won priority, and Adam was disappointed to see the only remaining Good models on the board escape. The Raiders who were rapidly skirting around the edge of the table were unable to prevent their retreat – even with the use of a heroic move. All that remained at this point was to check to see if Imrahil and his surviving men would be able to make it back to join up with their forces.



The last defender is overwhelmed.

QUITTING THE FIELD

Once the scenario was over all that remained was to see if Imrahil and the other escaping defenders would be caught and slain by the roving Haradrim Raiders. Adam had seven remaining cavalry models (including Suladân and Hagrâz) so Graham would need to roll a 4+ for each escaping model to see if it survived or not. Unfortunately luck was not with Graham as he rolled his dice, with Imrahil and two of the other Men of Minas Tirith being lost as they tried to regroup with the other Gondorians. This meant that the Evil force was victorious by a whisker!



The players shake hands after a close fought game.

The Forces of Good



Graham McNeill: Curses! Just when you think you have it all sewn up, it all goes to pot because you can't roll a 4+ to save your life. Throughout the battle, I had to accept that I was

going to lose a whole load of my courageous warriors and just roll with the punches that the Mûmak would deal out to my lines. As long as I got Imrahil off the board I figured I could win the scenario. So, as it turned out during turn five, the unlikely event of both Imrahil and the Knight of Dol Amroth rolling a double 1 when they tried to charge the Mûmak worked in my favour, getting them closer to the board edge when the time came to get the hell out of Dodge. If I hadn't failed that Courage test, Adam's flanking Harad Raiders would no doubt have caught my retreating warriors. Instead they successfully managed to flee.

Overall, I think I did a reasonable job of holding up the Harad long enough for honour to be satisfied. The archers did a sterling job of getting the Mûmak to stampede with their first volley, but achieved little after that, though without that first stampede in the opposite direction, the Mûmak would have rampaged through my troops and killed everyone before the requisite number of soldiers had escaped.

All my Warriors performed brilliantly on the day, with special mention going to the Knights of Dol Amroth who held the wall against the Haradrim for the entire battle until the Mûmak crushed them all to death. No matter how hard Adam's Haradrim tried to push their way over the barricade, the Knights of Dol Amroth met them with steel and courage and held them at bay. Only the despicable tactic of trampling an angry Mûmak through the combat ended their defiance... but what a way to go!

With quite a few models over and above what I needed to win escaping from the board edge, I was quietly confident that I had the game in the bag. Then Adam reminded me that I still had to roll to see if the escapees had managed to get away completely. Unfortunately luck deserted me as roll after roll came up with a 1, 2 or 3, and my escape force dwindled until it all hung on the very last dice. If I managed to get a 4+, the game would be mine. Fittingly, the last model I rolled for was Imrahil, but fortune was not with him and he fell to a pursuing Harad. With that the game was Adam's.

Despite my defeat it was a thrilling match-up – real nail-biting stuff as I struggled to hold Adam's Haradrim at bay long enough for my men to escape. Ultimately it was not to be the Good side's day, but never fear; I'm sure things will turn out alright on the Pelennor Fields.

The Forces of Evil



Adam Troke: Victory is mine! Even as I write I can picture my jubilant Haradrim pressing forwards towards the killing fields of the Pelennor. The Prince of

Dol Amroth and his Swan Knights sorely taxed Suladân, but my greater numbers and the war Mûmak of the Haradrim were the deciding factor. But, to be honest, it felt more like a draw than a win. Graham managed to get a good number of men away, but the dice cheated him at the last moment. Really he was pipped to the post by pure bad luck at the end of a hard fought

and exciting scenario! Would I handle things differently if we played the scenario again? Well, no. I think my overall battle plan was pretty sound, let down in the main by the stubborn refusal of the defenders to die and the stampeding Mûmak in turn three. If the Mûmak had been crashing through the Good army's lines two turns earlier instead of trumpeting in agony and crushing my own forces it would have been a much darker day for Gondor. Ah, the vagaries of fate.

For me the highlight of the game was when Graham wounded the Mûmak and caused it to stampede. Guthâric desperately pulled his

spearman out of harm's way only to have the raging Mûmak trample across the hapless archers instead! Moments like these are great for me, when something happens that really fits with the image of the armies. Mûmakil raging out of control are a serious threat to any Haradrim player, and I was pleased that something fun and characterful like this happened, even if it meant I lost a swathe of men!

Overall, an exciting and tense scenario made even more so because we didn't know who had won until the last dice rolls were made. And so it was that fortune favoured me. Long live the Serpent Lord of Harad!

THE SANDS OF KÂRNA

A scenario for The Lord of The Rings by Mat Ward

A band of warriors of Minas Tirith stumble into the ruins of Kârna, a once great city reduced to rubble. As the men of Gondor seek treasure, the dreaded Dimlokhî rise to vanquish the intruders.

Description

Kârna was once the closest thing that Harad had to a national capital. In the times of Gondor's occupation, Mârdat, the Serpent Lord, ruled his rebel kingdom from its high throne and spun strategies to defend his land from the usurpers from the north. Though he railed against his people's fate for many years, it was but a short time before Mârdat fell at the hands of one his countrymen. With his death, the armies of Gondor once more came down from out of the north and crushed those who had opposed their rule. Kârna was to be an example for the next chieftain who chose defiance. The city's spiralling towers were felled and its houses were consumed by fire. Almost a century later, a company of Minas Tirith's warriors entered into the ruins of Kârna, seeking any valuables that

could be rescued. They paid little heed to the local tales of dread spirits that haunted the forsaken city, and cared not for the offence that their presence caused the local population.

Good

- Valadir (Captain of Men)
- 8 Warriors of Minas Tirith with shield and spear
- 8 Warriors of Minas Tirith with shield
- 8 Warriors of Minas Tirith with bow

Evil

- Kâshdhar (Haradrim Chieftain with shield and spear)
- 4 Dîmlokhi (Barrow-wights)
- 12 Haradrim Warriors with bow
- 12 Haradrim Warriors with spear

Points Match

If you want to play this scenario with alternative forces, choose 350 points of Evil Warriors and Heroes and a Good force of 250 points. Note that the Evil force must include at least four Heroes or otherwise big, nasty

foes, such as Mordor Trolls. If you want to play a larger game, simply increase the forces by a similar factor – ie, a Good force of 500 points should be matched against an Evil force of 700 points.

Layout

The scenario is played on a board 48"/112cm by 48"/112cm. The ruins of Kârna should cover the entire board, but by this point the city has become overgrown with all manner of vegetation as the forest has come to reclaim the land – represent this with a scattering of trees and scrub. In the exact centre of the map lie the ruins of the palace of Kârna. These should be represented by a single, mostly intact, building about 4"/10cm by 4"/10cm.

Starting Positions

The Good player deploys his entire force within 12"/28cm of the palace ruins. They are spread out, searching for items of value – represent this by deploying no Good model closer than 2"/4cm to another Good model. When this has been done, the Evil player deploys all of his Haradrim within 6"/14cm of any board edge. The Dîmlokhi (or four most expensive models if playing a points match) are not deployed at the start of the game, but may become available later.

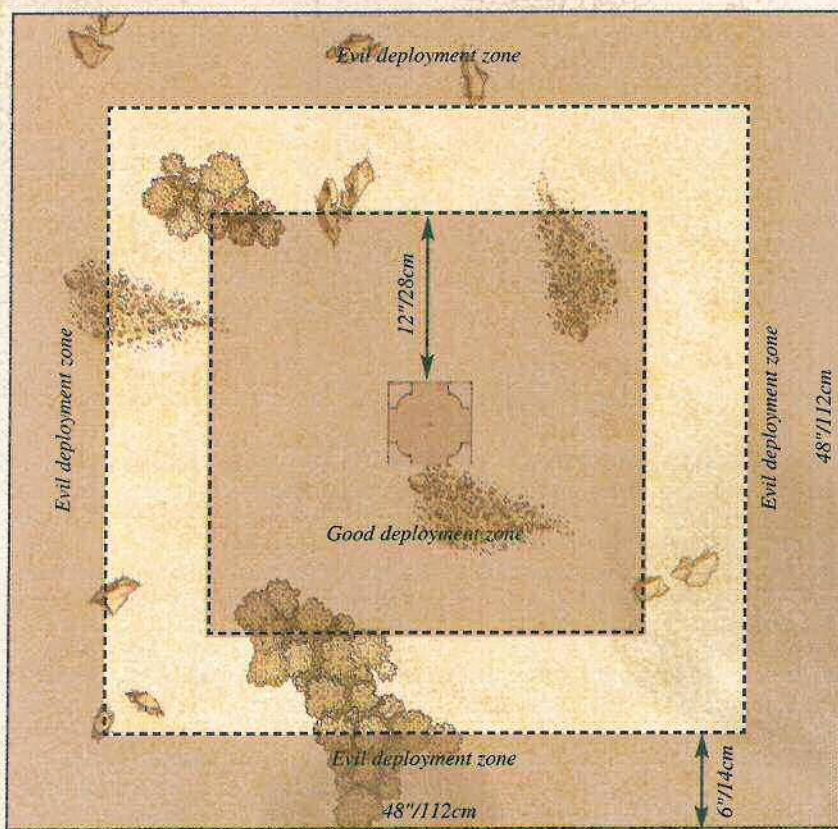
Objectives

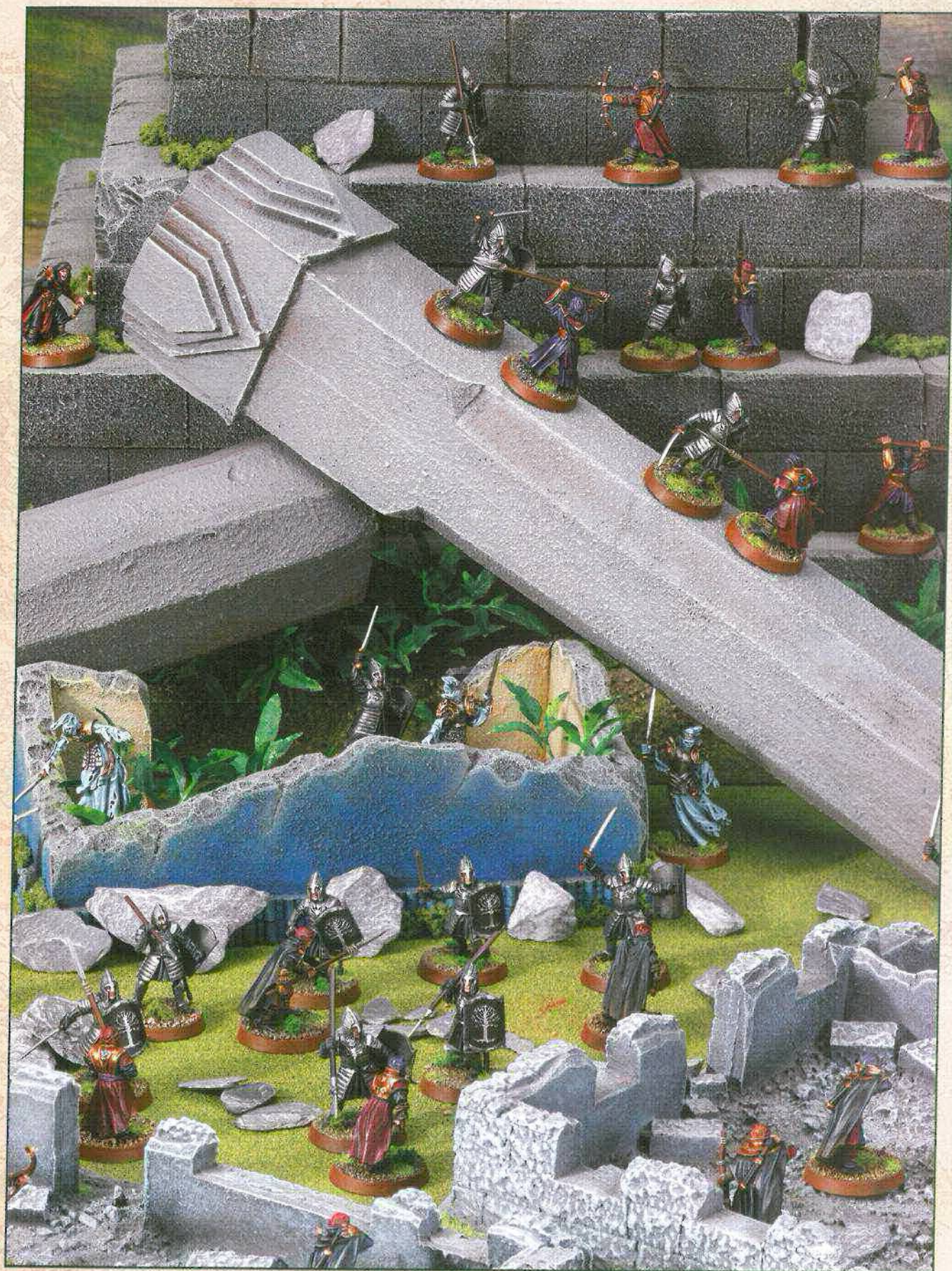
Whichever side reduces the other to 25% or less of its starting numbers (6 models in the case of the Good side and 8 models in the case of the Evil side) first, wins the game. If both forces are reduced to 25% or below in the same turn, the game is a draw.

SPECIAL RULES

The Call of Death. The Dîmlokhi are not aware of the presence of others at the start of the scenario, but instead will be drawn to the battle as blood is spilt. At the end of each turn, the Evil player rolls a D6 for each model (Good or Evil) slain this turn. If the result is a 5 or 6, he may deploy a single Dîmlokh anywhere in the central building. Newly arrived Dîmlokhi may act normally as from the start of the following turn.

Ageless Terror. The presence of the Dîmlokhi holds great terror for the Haradrim as well as that of the Men of Minas Tirith. If a Haradrim is within 6"/14cm of a Dîmlokhi at the start of his move, that Haradrim must immediately pass a Courage test or retreat, exactly as described in the main rules.





The Warriors of Minas Tirith face not only the Haradrim, but also the dreaded Dîmlokhi.

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